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MASSIVE GODS POSTER INSIDE!

SEGA pro

NOVEMBER 1992
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ISSUE 13

NOT AN OFFICIAL SEGA PUBLICATION



MEGA DRIVE

- Two cracking Mega-CD games
- *Shining Force* full 12Mbit review!
- Crunch! *Super High Impact* arrives



MASTER SYSTEM

- *New Zealand Story* astonishes
- Win your life in *Smash TV*!
- Guide to the best MS beat-'em-ups



GAME GEAR

- I'll be back – in your hand-held!
- Race 'em up in *Ayrton Senna's*
- Exclusive *Humans* preview inside

GODS

We review the game that Sega Europe don't want you to see!



GREENDOG

Hang ten and catch some tubes, dudes, in Sega's totally bodacious summer scorcher!

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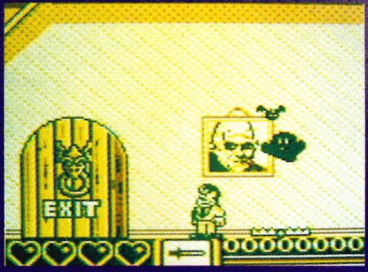
MORE SEGA REVIEWS AND HOTTER NEWS THAN ANY OTHER MAGAZINE!



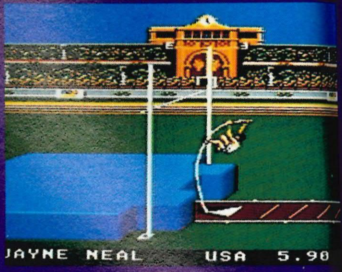
ROBOCOP 2 FOR THE NES RATED 72%
MEAN MACHINE / MARCH 1992



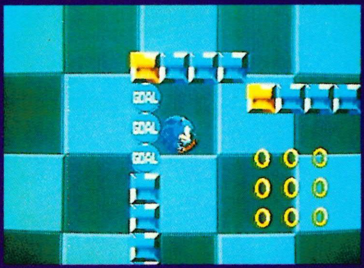
LEMMINGS FOR THE SUPER NES RATED 93%
CVG / MARCH 1992



ADDAMS FAMILY FOR THE GAME BOY RATED 52%
GO! / MAY 1992



OLYMPIC GOLD FOR THE MEGADRIVE RATED 70%
MEAN MACHINE / JUNE 1992



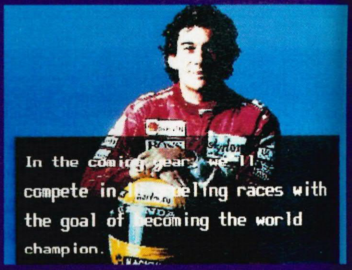
SONIC THE HEDGEHOG FOR THE GAME GEAR RATED 89%
SEGAPRO / JANUARY 1991



SUPER HANG ON FOR THE MEGADRIVE RATED 89%
COMPLETE GUIDE TO THE MEGADRIVE / DECEMBER 1991



FINAL FIGHT FOR THE SUPER NES RATED 88%
CVG / AUGUST 1992

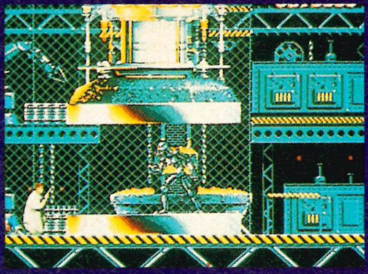


SENNA SUPER MONACO FOR THE MEGADRIVE RATED 89% CVG / JULY 1992

HERE'S HOW THE MA
THE TOP GAMES.
CHECK OUT IF THEY
AT THE GAMESMASTE



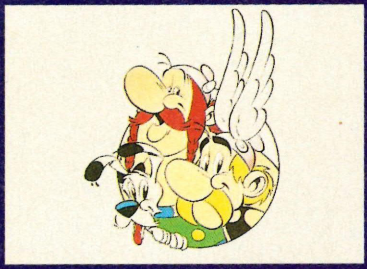
TAZ MANIA FOR THE MEGADRIVE RATED 93%
SEGAPRO / AUGUST 1992



TERMINATOR FOR THE MEGADRIVE AND THE MASTER SYSTEM RATED 90% SEGAPRO / JUNE 1992



SPIDERMAN FOR THE GAME BOY RATED 93%
GO! / AUGUST 1992



ASTERIX FOR THE MASTER SYSTEM RATED 90%
CVG / MAY 1992

GS RATE

'RE RIGHT

R ZONE.

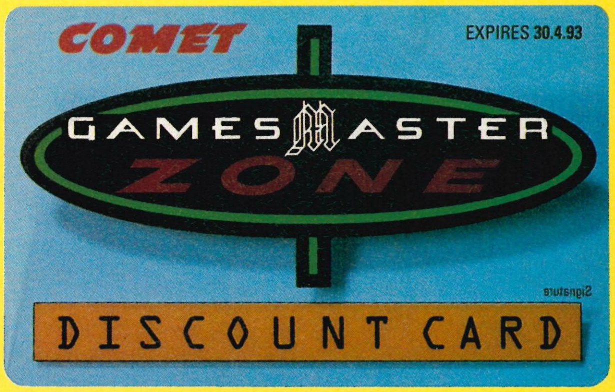
Are some of these favourable reviews a tad too enthusiastic? Are some of the negative ones a gnats' too critical?

There's only one way to find out. Play the games yourself in the Gamesmaster Zone.

You'll find one in every Comet store. A themed area where you can play before you pay on a selection of the latest and greatest titles.

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CHANNEL FOUR TELEVISION

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By now the doubting Thomases amongst you may be thinking we're telling a few wobblies ourselves.

Well Tom, check out the Gamesmaster Zone in your local Comet.

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SEGA pro

NOVEMBER 1992

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SPECIAL THANKS TO...
Paul for being such a floppy-haired geek.

DINGBATS MESSAGE
✯☆✣✥✌ ☆✳✯→✳ ✳★✥✝

Exit: If I were to spend a night with ProGirl (or Dave Perry for the ladies out there!), I would take her/him to...

Final word: lift!

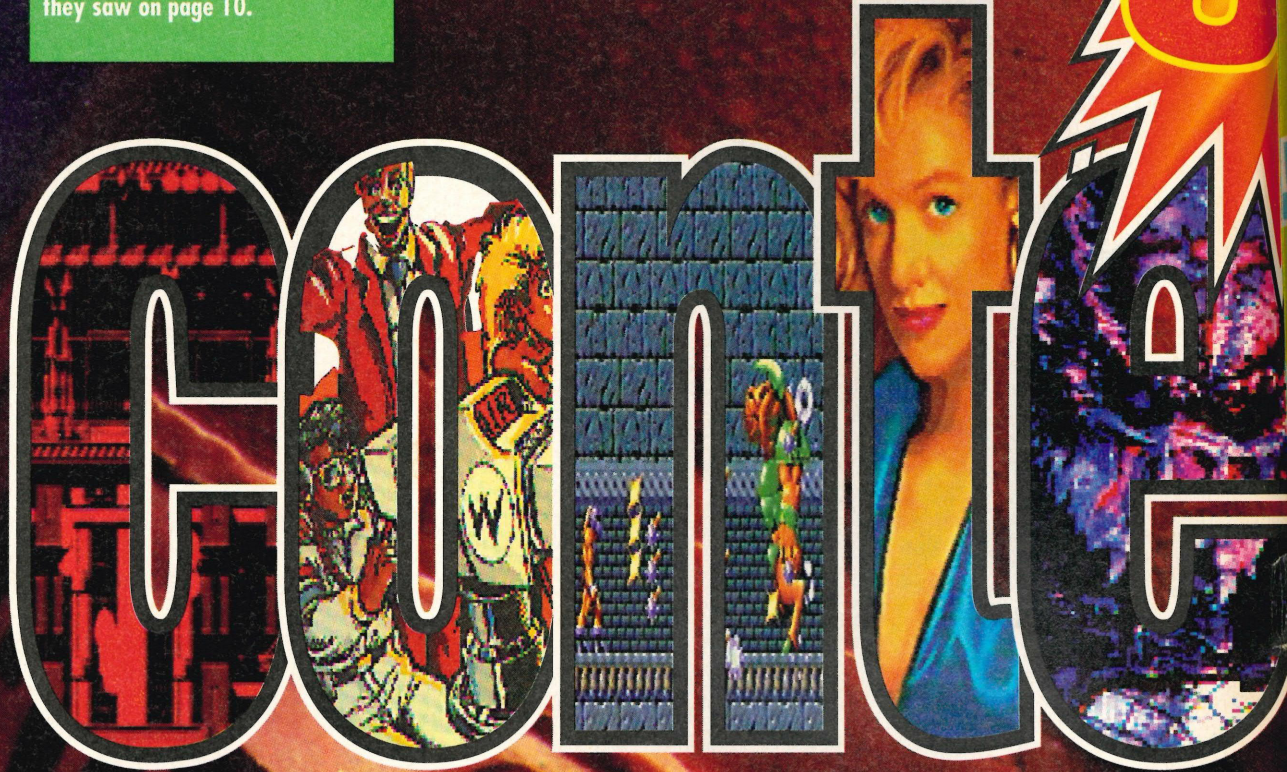
YOU WANT
YOU GO

The ultmiate guide t… games on Mega Drive, … and Game Gear sta…



CONSUMER DELIGHTS

The latest trade show threw up a load of Sega goodies planned for next year. The Pros were there, too, and you can find out what they saw on page 10.



conte

IT?

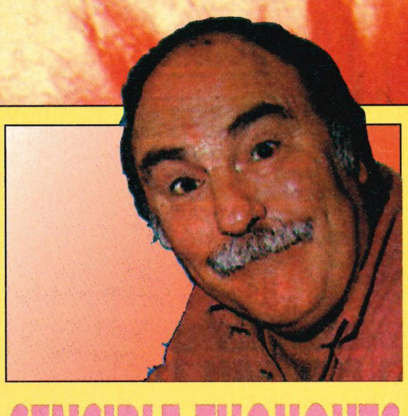
IT!

e top fighting
Master System
ts on page 22



RENTAL RAGE!

Sega want to choose what you play and when you play it in the latest rental fiasco. The industry discusses it and you can have your say too. Check out page 12 now.



SENSIBLE THOUGHTS

They're number one in the Amiga chart at the moment, and now they're coming to Sega – the sensible chaps! More info on page 28.



REVIEW INDEX

MEGA CD

MEGA DRIVE

MASTER SYSTEM

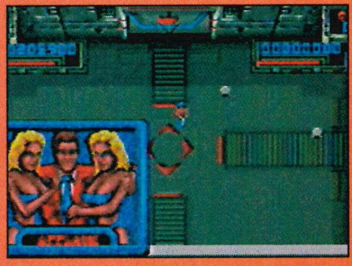
GAME GEAR



The greatest RPG? Yes, if you're Jap!



Superb conversion on the MS.



Super, smashing MD & MS reviews!



Another little gem from Flying Edge.


SUPER SMASH T.V.
THE ARCADE GAME OF THE YEAR!
GENESIS
ARCH RIVALS
THE ARCADE GAME
A REAL BASKET BRAWL!
Acclaim
T2
THE ARCADE GAME
ARENA
SEGA
SEGA
Master System
ALIEN3
PREDATOR 2
SPIDER-MAN
FLYING EDGE
SEGA
GAME GEAR
ARENA
THE SIMPSONS
BART VS. THE SPACE MUTANTS
FERRARI
GRAND PRIX CHALLENGE
HEAD-TO-HEAD 2-PLAYER RACING ACTION!
FOREMAN'S
KO
BOXING

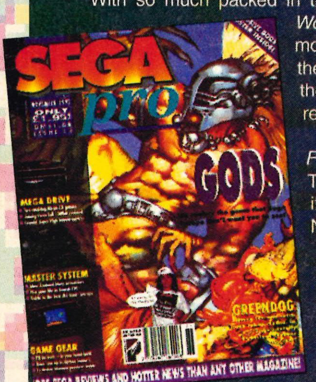

DEF: VERY BIG
With an awesome collection of star dudes on Master System, Game Gear and Sega Mega Drive, we give you the most radical names and mind-blowing games, whatever your Sega console.
GEORGE FOREMAN'S KO BOXING
KRUSTY'S SUPER FUN HOUSE
FEATURING THE SIMPSONS!
FERRARI GRAND PRIX CHALLENGE
HEAD-TO-HEAD 2-PLAYER
ARCH RIVALS THE ARCADE GAME
SUPER SMASH TV
SEGA Master System II
SEGA GAME GEAR
SEGA MEGA DRIVE
FLYING EDGE
A Division of Acclaim Entertainment, Inc.
ARENA
The Word on the Street

AT THE SEASIDE

It's been all go at SEGAPRO this month. What with taking on new Pros and moving offices, we've hardly had any time to play *EA Hockey* – but it never gets *that* bad.

As you may have guessed from reading the masthead (mag jargon for the info bit on the contents page), we've finally moved offices. Yes, the escape from smelly old Trowbridge has been successfully executed and all systems are go for the new look south-coast SEGAPRO.

Coming at you from sun-scorching Bournemouth, this month I can promise you tons of excellent reviews (including a couple of great Mega-CD games), a barrel-load of tips and some hot news from the latest London computer show. We've also found time to throw together a complete listing of all the Sega hardware, games and tips you'll ever need.



With so much packed in this issue, sadly we couldn't find space for reviews of *Wonder Dog* and *Lemmings*, which arrived right at the last moment. They both look great, but we've only been playing them a couple of hours so it's too early to tell how good they are. So hold your horses till next month for those reviews.

Game of the month has certainly been *Thunder Storm FX*, the first of the new generation of Mega-CD games. This sucker actually *uses* the Mega-CD's capabilities, and if this doesn't come out with the UK Mega-CD in November, it'll be a travesty!

Anyway, I know you'll want to get stuck into your monthly does of SEGAPRO, so I'll sign off now by saying that there's another Pro magazine on the way, and if your best friend owns one of those stinky grey machines, he's gonna have a big smile on his face soon...

Dom Handy

THE PROS



DOMINIC HANDY
When it comes to thrashing Stuart at *Speedball 2*, there's no better person for the job than Dom. In fact, when it comes to rubbing Stu's face in the dirt on any game, Dom will quite happily oblige. The rest of the Pros are another matter though, and Dom very rarely touches any game that anyone else has a chance of beating him at. Success rate at finding his way around Bournemouth so far, 80%. Just as well, because he's turning into the office taxi service...



DAVE PERRY
Many a late night (and there have been very many) you will see Dave playing *Dave Robinson's Basketball*. As only he and Dom can actually master the control method, Dom is his only opponent. Results usually depend on whether Dave is generous enough to give Dom "Bull's-eye" Bond – Dom's a disaster without him! Success rate in navigating around Bournemouth, 15%. Okay, so he knows where the sandwich shop and offices are...



STUART WYNNE
Stu must be good at something, but he's not quite up to Pro standard yet. Rumour is, the lad's been practising on a Ninnytendo, but we've yet to catch him in the act. If we do, we'll be sure to take the appropriate action. "I've completed *Sonic*," he always retorts, but so have about two million other people, Stu. Here, brush up your skills on *Battle Squadron*, it's dead easy. Navigational success, 25%. Knows his way home in the dark!



DINO BONI
Although he denies being related to Dino Zoff, Dino Dini or Dino Saur, this aspiring Pro has certainly come on fast this month. At the start of the issue he couldn't even work out how to use the lift, but soon he was deleting files, corrupting disks and breaking computers like a Pro. He reckons he's pretty useful at *EA Hockey*, but Dom thrashed him, so he can't be that good. Dino gets a decent 95% for finding his way around – after all, he does live here!

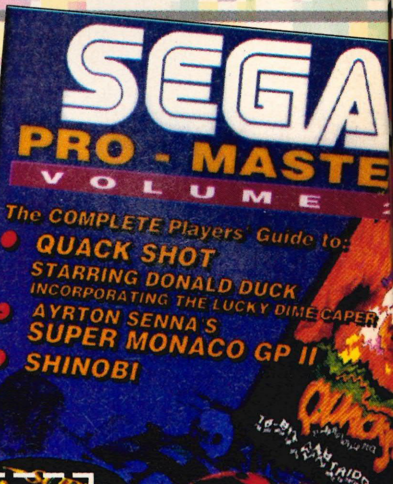


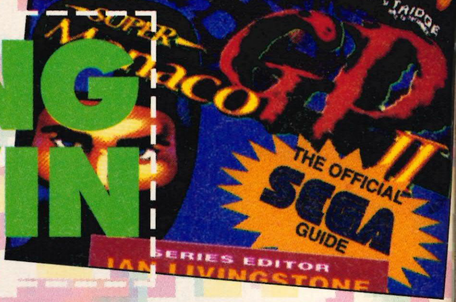
DAVID WESTLEY
Oh dear, oh dear. Dave is the first to admit that he's not the world's most proficient gamesplayer, but when we noticed him trying to plug a GG cart into a Game Boy this month, we started to worry. He has refused to comment on the incident - not a whisper. But what a demon this boy is on the footy pitch; what he lacks in skill, he... er, doesn't make up for in any other area. Directional sense unknown, as we don't ever see him outside...



DAVID GRAHAM
If you've got a problem, then maybe you can hire The G Team. Dave G and his lady are renowned for bashing away at it till the early hours of the morning. If you're one of the thousands of happy recipients of the *Alien*[3] guide this month, you've got Dave G to thank. "I was at it till two in the morning!" Pah, we say, at that sort of time, the Pros are only just starting. Mapping skills are fairly good in *Alien*[3] but hopeless in real life. He hasn't even found the SEGAPRO offices yet!







PAYING TO WIN

To be this good takes ages. Or £3.

A new series of playing tips books have been launched into an already crowded market, but these are officially endorsed by Sega themselves and edited by Ian Livingstone!

Ian Livingstone? The guy who co-authors the *Fighting Fantasy Gamebook* series, designs board games and is "a leading authority in fantasy gaming"? What the heck does he know about video games?

Dunno, but he's only the editor, and as ever the real work's done by the writers, a varied range of industry "figures" aiming to provide the complete solutions for three games in each volume. The books are all 128 pages, including three crucial pages on how to set up your console – "Our first task is to find out which one you have. This shouldn't be too hard, even for the real beginner as the name of the machine should be written on the box in large happy letters." Invaluable that; the number of times we at SEGAPRO have been stumped by these strange boxes with Mega Drive written on them. Normally takes us hours to figure out what's inside.

There's also about four blank pages – for high scores and your own notes. It's such a thoughtful touch we're considering it for SEGAPRO, especially when the deadline's yesterday!

Another four pages are rather less usefully devoted to reassuring parents concerned over game-addicted children. You will be pleased to know that most successful video games involve puzzles "logically similar to those used by MENSA to assess IQ". Naturally this means "educationally your child will develop logical thought as this is a necessity for most of the games on the market, this may lead to an inate ability in applied mathematics..." (!) Yes, there's been many a time we've been playing *Sonic the Hedgehog* and the odd differential equation has crossed my mind – happens all the time. And as for those aiming to be a classical maestro, "the rhythm involved in playing video games may help those of a musical nature". Ah, the sound of banging your head against the wall! On the other hand "video games will offer little or no help in respect of literacy and comprehension of the English language." Which rather ignores text heavy RPGs like *Shining and the Darkness*, *Faery Tale Adventure* and *Sword of Vermilion* and the massive manuals which accompany them. Not to mention reading games mags!

Oh well, what about the tips themselves? Each book covers three games, usually on a variety of formats, *Sonic* is on all three, *Prince of Persia* just Master System and Game Gear. The quality of the tips vary considerably. The MD *Quackshot* solution, including the completely different MS/GG *Lucky Dime* game, is extremely hard to follow. Also while there's plenty of black and white photos, there's no annotation and maps are simple drawings, rather than game photos joined together. There's also a fair bit of filler, the *Persia* solution laboriously examines the basics of moving your character. However, some of the solutions are pretty good, *Kid Chameleon* for instance, and it's an interesting touch how some of the more useful tips are presented in an easy to decipher code – to prevent you from reading them by accident!

The first four volumes should be out now. Volume 1 is for *Sonic, Prince of Persia* and *Super Kick Off*. Volume 2 handles *Quackshot* (including *Lucky Dime Caper*), *Shinobi* and *Super Monaco GP II*, and the third *Castle of*

whispers...



It's a Sony! The mega-enormous Japanese company has signed up with Sega to allow its Imagesoft label to develop for all Sega consoles. The most exciting thing is that Imagesoft will be able to draw on Sony's huge movie and music divisions for support on multimedia games. Okay, Michael Jackson's not exactly hip any more and *Hook* was one of the worst movies of all time, but there's loads of other stuff coming out. On the games release schedule already we can look forward to *Sewer Shark* (Mega-CD, late 1992), *Chuck Rock* (Mega-CD, early 93) and *Hook* (Mega Drive, summer 93). There's also plans for Imagesoft to develop a game of Francis Ford Coppola's eagerly awaited Dracula, starring Keanu Reeves, Wynona Ryder and Anthony Hopkins. Due out in the summer of next year for Mega-CD and Game Gear, this is one to look out for.

ACCOLADE VS SEGA

PART 75

The increasingly bitter argument between Accolade and Sega has taken a new twist with the judge lifting Sega's injunction preventing Accolade developing, manufacturing or selling carts for Sega consoles. This seems to indicate the judge thinks Accolade has a reasonable case, and down the corner store means the return of a fair few Mega Drive games (see ECTS report on page 10 for details on the games involved). The money-fattening lawyers' bank balances could probably develop a new console or two, but the case is set to carry on for some while yet. Good luck, Accolade!

Illusion, Desert Strike and *Golden Axe* (including the GG's *Ax-Battler*). The final book, for the moment, has *Streets of Rage, Kid Chameleon* and *EA Hockey*. They're certainly worth a look, but don't expect too much.

More hints and tips abound in Kuma's latest release – *Awesome Sega Mega Drive Secrets.* Written by J Douglas Arnold, the book promises "complete secrets and strategies for 21 of the latest top games." The contents include a buyer's guide; games explained right to the end; hundreds of pictures of guardians, tricks etc; *Shining in the Darkness* maps; secret codes and passwords; *Toe Jam and Earl's* hidden level and so on.

With Christmas rapidly approaching, you should certainly be putting at least one of these books on your shopping list.

WINNERS

All the winners of the glorious competitions in SEGAPRO#11...

TICK-TACK-TILED

(Domark)

Why bother reading this when you can skip to the bottom of the paragraph to instantly discover who's won a *Klax* coin-op! Of course if you've "merely" won a *Pit-Fighter* T-shirt and *Klax* badge you might not be in so much of a rush, but you don't know that yet, do you? Not until you've read that the winner is... **Matthew Forster** of Newport Pagnell, Bucks. Lucky chap.



And the runners-up are David Gidman, Stephen Levin, James Dobson, Stephen Hall, Paul Fairchild, David Swinnerton, Alan Freeman, Mark Harvey, Mark Tomkins, Anne Knight.

WONDERMEGA COMPO

(SEGAPRO)

Just one prize for this comp, but what a prize. A Mega-CD, Mega Drive, music CD player and karaoke machine in one super-sleek shape known as the WonderMega. Soon to be winging its way to that lucky git otherwise known as **Kenny Hartley** of Barrow-in-Furniss, Cumbria.

If your prizes haven't reached you by the time SEGAPRO#14 is in your hands, then give Diana "yeah, I'll get right on it (hee, hee)" Monteiro a call on (0202) 299900.

SUBSONIC SONIC

We never knew Sonic could jump that high! A Britannia Airlines news release informs us that Sonic has been spotted by ace flyers many miles up in the air. Could it be a jump that takes Sonic too far? Will he impact with the ground at a fatal speed? Well actually, no. It seems that rather than outside the plane window he's within.

Britannia are offering children on holiday flights from Manchester airport the chance to hire the Game Gear. Given that Britannia will carry more than 150,000 children this year alone it's a pretty mega move. Hire charge is a mere snip of £6 and includes the use of poptabulous stereo headphones and a set of alkaline batteries. And the news just gets better. After the Game Gear is returned, the passengers get to keep not only the batteries but also the headphones!



Britannia

pro CHARTS

They're back, and this month we have to thank... TV Games, Console Concepts, Skytek Software, Video Games Centre, House of Fun and AMS Electronic Games.

MEGA DRIVE

1	NE	Alien^3	87%
2	3	The Terminator	92%
3	1	Euro Club Soccer	82%
4	2	Taz-Mania	93%
5	5	Olympic Gold	81%
6	NE	Dragon's Fury	NR
7	NE	Predator 2	80%
8	10	Bulls vs Lakers	78%
9	NE	Super Smash TV	85%
10	6	Krusty's Super Fun House	NR

MASTER SYSTEM

1	1	Asterix	90%
2	NE	Arcade Smash Hits	82%
3	2	Super Kick Off	93%
4	9	Castle of Illusion	93%
5	4	Sonic the Hedgehog	96%
6	RE	Bubble Bobble	NR
7	8	Super Monaco GP 2	21%
8	5	Wimbledon Tennis	88%
9	7	Wonderboy III	97%
10	6	Enduro Racer	NR

GAME GEAR

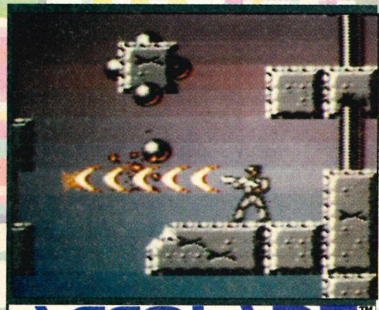
1	1	Spider-Man	92%
2	10	Sonic the Hedgehog	96%
3	3	Olympic Gold	83%
4	5	Crystal Warriors	79%
5	7	The Lucky Dime Caper	90%
6	RE	Castle of Illusion	96%
7	8	Super Monaco GP	NR
8	RE	Out Run Europa	74%
9	NE	Super Monaco GP 2	70%
10	RE	Ninja	NR

SHOWING

The recent Autumn ECTS (European Computer Trade Show) was, for many, the most happening September event in London. Forget David Mellor's frolics, Lamont's plummeting pound and ignore the baring of Royal boobs – the big news stories were coming straight from the Business Design Centre and, as always, the Pros were there.

Electronic Arts, Virgin, US Gold and Domark displayed the power of Sega games, all having hospitality suites for their visitors, collectively beating the pants off their Nintendo counterparts.

Most of the games on show have already been previewed in SEGAPRO and were mainly on display for the benefit of the shop owners. There was, however, plenty of gossip and in-development game demos. Hurrah!



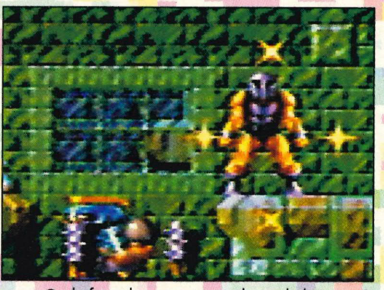
ACCOLADE

Accolade, the bad guys of the Sega world, had a mighty big stand in the centre of the hall. Even so, they were only demoing two Mega Drive games, *Super Off Road Racer* and *Universal Soldier*. With the Sega sales injunction now lifted, they will also be producing their non-licensed Sega titles very soon, with the release/relaunch of *Double Dragon* (72%, SEGAPRO#7), *Super Off Road Racer* (88%, SEGAPRO#8), *Test Drive 2* (90%, SEGAPRO#8) and *Winter Challenge* (79%, SEGAPRO#4). *Universal Soldier* will follow these shortly afterwards. This is basically a conversion of the utterly brilliant *Turrican 2* Amiga game with some sprites retouched to fit in with the hit movie. After Accolade's superb Mega Drive version of the original *Turrican*, the renamed sequel should be a huge hit so watch out for it.



RENEGADE SOFTWARE

Home of three digit-superstars, The Bitmap Brothers, Sensible Software and Graftgold, Renegade have sold the Sega publishing rights for *Gods* into Japan and the States, but a UK deal is proving strangely troublesome. Other Renegade floppy titles that may see their way onto Sega include *Sensible Soccer, Magic Pockets, Fire and Ice, Cadaver* and the Bitmap's forthcoming creation, *The Chaos Engine*.



Gods, from the same team who coded *Xenon 2* and *Speedball 2*, will be released in Japan and America very soon.

MINDSCAPE

Mindscape have the European rights to publish Renegade's floppy titles, but what about the UK – all they were prepared to divulge was that an announcement regarding their Sega publishing licence would be "made public very soon". If they are to become Sega publishers, you can be sure that it won't only be Renegade product that they deal with. They have the European floppy rights to a load of American-based software, including *Sim City*, and forthcoming titles *SimLife* and *SimFarm*. Mindscape are also one of the leading CD-ROM publishers, so Mega-CD titles could be in the works too! And then there's the Miracle piano tutor...

MICRO-PROSE

Master System and Game Gear Pros waiting for MicroProse releases will be none to happy to hear that the company will only be developing for the Mega Drive and Mega-CD. However, for these lucky machines it was announced that simulations won't be MicroProse's only type of release with diversification into the arcade/platform market planned. The MicroProse marketing department is already set-up for Sega titles, but there will be no releases until April 1993.

MIRAGE

Ex-MicroProse UK boss, Peter Jones, is a very popular guy in the software industry and the company he founded has been producing high quality floppy games of late and cautiously divulged to SEGAPRO that they hope to be publishing Sega titles very soon. Mirage have very strong ties with Imagitec and are publishing the floppy versions of *Humans, Gadget Twins, Ragnarok and The Viking Child (Prophecy 1)*. Imagitec have developed Sega versions of these games, but have no UK publisher as yet. Stateside they're being handled by Gametek, who plan to set up a UK office soon, so nobody's saying where they're coming from yet.

PSYGNOSIS

The only Sega title that Psygnosis demonstrated was *Pugsy*, a cute and cuddly alien caught up in platform-land. A lot of time has been spent on the character's movement; for instance Pugsy is able to grab onto a ledge and pull himself onto it. Psygnosis are, as yet, unsure as to who will be publishing this cute Mega Drive title, but Electronic Arts seem to be front runners considering their previous links.

ELECTRONIC ARTS

Electronic Arts have been good at releasing information on forthcoming launches. So good, in fact, that they too were yet another company with nothing new to disclose at the show, although they were showing up-and-running versions to retailers. All have already been previewed in SEGAPRO, but these "nearly ready" games are looking good. Their biggest news was that *James Pond 3: Codename Splash Gordon* is currently in development.

US GOLD

World Class Leaderboard and *Indiana Jones: The Last Crusade* were the only new products US Gold were pushing, again for the benefit of retail outfits rather than the public. They have excelled in releasing news and previews, but are keeping mum about future titles, hoping to focus attention on these two for now.

A PC version of a helicopter gunship simulation was demonstrated. The

G OFF

21ST CENTURY

Pinball simulations seem to be all the rage, with *Dragon's Fury* and *Twisted Flipper* heading the onslaught. *Pinball Dreams*, which has been on floppy for some months, may make its way onto all Sega systems if 21st Century can sign up a publisher. An in-development version was up and running on the Game Boy, but it is hoped that Sega versions can be started on soon. The company's development team, Spidersoft, also revealed that they are working on secret Mega Drive, Master System and Game Gear projects for other publishers.



Pinball Dreams is yet another table game, but its computer publishers, 21st Century, haven't yet secured a publishing agreement for Sega machines.

sim features amazing fractal landscapes, including a mountain terrain scenario. During the game, you can lock onto distant enemy targets, such as other gunships, and close in for the kill, flying through ravines at low altitude. The sim was so real that it could be classed as the first home "virtual reality" game, beating anything ever seen before. Hopefully, it will make an appearance on the Mega-CD.

SEGA

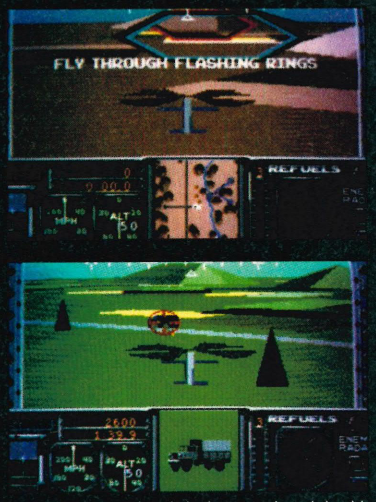
Poor old Sega. Everyone in the industry has being critical of the company's controversial policies on anything from rental to its uncanny public relations. Contrary to popular belief, Sega *were* at the show. Although not exhibiting, they had their people scurrying around the stands and attending seminars. The biggest news from Sega was revealed at the Video Home Seminar (see report), but, apart from that, there wasn't much happening. All-in-all, they weren't missed. However, an official presence would have been nice.

Grandslam are busy as a third-party developer for Sega, prefering not to have the hassle of marketing the games themselves. They are in the process of developing *Nick Faldo's Golf* and *Die Hard 2*, both of which have already been coded on floppy systems. The conversions have already begun on both titles and are set to appear on all Sega formats next year. Watch out for more info soon.

VIRGIN GAMES

Superman, Corporation, Speedball 2 and *Mega-lo-Mania* are amongst Virgin's high-profile, high-quality releases which, the company assert, make Virgin the largest Sega publisher in Europe (apart from Sega itself). Virgin Games also claimed that they are, and will continue to be, untouchable in the Sega market. It's a controversial statement, but with the quality and quantity of releases planned for the end of the year and those forthcoming 1993 titles, you'd have to agree that they'll be a heck of a force for others to follow.

The Game Gear "Fab Four", namely *Terminator, Super Off Road, Robin Hood* and *Double Dragon Xtra* further enhance Virgin's portfolio of quality titles and strengthen the firm's commitment to the whole Sega market.



Steel Talons is already looking good, and should be ready soon!

DOMARK

Domark have released target launch dates for most of their games. Master System and Game Gear owners will have a long wait for *Desert Strike*, which won't be ready until next August. *James Bond: The Duel* and *Paperboy 2* are both set to make earlier appearances on both those formats, around May 93, while *F-1 Grand Prix* will be released on all formats simultaneously next August – but not before a "big name" tie-in is signed up.

Domark seem to be very busy planning Mega Drive productions, with *Paperboy 2* and *Steel Talons* pencilled in for February, while *Road Riot* and *International Rugby* are due to appear in April. An in-development version of *MiG-29 Fulcrum* was running on the Mega Drive at the show. Domark hope to squeeze it into an 8Mbit cart (no Master System or Game Gear versions are planned) before May 93. Much of the gubbins has already been programmed and, at first feel, *MiG-29* could qualify as the most playable Sega flight sim ever!





The Mega Drive-only MiG 29, like its floppy counterparts, is aimed at arcade aviators.



It's not due until April, but *International Rugby* will keep lots of rugger fans happy.



When I was a lad, I didn't deliver papers this way! *Paperboy 2* hits the streets in February 93



James Bond makes his way onto all formats in his latest spy adventure , Codenamed: Sega. Let's hope Mr.Bond isn't late for his appointment in May 93.

RENTAL RAGE

News and previews of the latest games is what makes ECTS exciting, stands laden with monitors showing the state-of-the-art in gaming make for an interesting visit , but what about the mysterious seminars where industry leaders congregate to talk about the business side of things? This year the big topic was cart rental – convenient moneyspinner or The End of the Industry? Once again, they couldn't keep the Pros out...

VIEW 1
THE SOFTWARE INDUSTRY

Chaired by Computer Trade Weekly's editor, Stuart Dinsey, the four panelists were Mark Lewis of Electronic Arts, Nick Garnell of Virgin Retail, Derek Mann of the Video Trade Association (VTA) and Davey Rae of VideoSource, a North American-based rental outfit.

Davey Rae, boss of the major players in the US Rental market, VideoSource, spoke of his company's experience in an established rental market, with other panelists offering their own views on the current UK rental situation.

In the States, unlike in the UK, there is no law prohibiting the rental of carts. Video stores have capitalised on this, renting out games as well as videos. The game rental income now, in just a short period of time, accounts for 25% of traffic, but a whopping 40% of income. Rental shops have developed into mini entertainment centres, hiring out console and computer software (both games and serious), hardware, videos, and selling drinks, sweets and popcorn. The beauty of this is that stores are open well into the evening and provide any video-based entertainment to suit your mood. Electronic Arts' Mark Lewis, being American, confirmed the convenience value of these stores, but didn't say whether he thought if the stores would harm the industry.

In the UK, Sega are setting up an approved rental system. Derek Mann of the VTA is currently employed by them as a consultant. He stressed that Sega are determined to force illegal rental outlets into towing the line. Sega are prepared to pay the huge costs to police the system and take unlicensed rental outlets to court if necessary. Derek outlined the system, but couldn't comment on Sega's rental policy.

It was alleged that rental enhances sales of good product as the public can test and form its own opinion on games. This theory was shot down by Nick Garnell, Virgin Retail, who expressed a view shared by many that buyers already know the good product from the bad – through reading SegaPro! Nick also claimed that not only does rental reduce the want to buy but, more importantly, introduces games with short term appeal that may blind customers into buying products with shallow gameplay and no long term worth.

The big question hanging (like a cloud of doom) over rental is whether it enhances or reduces sales. If it reduces sales, it will hit the development of new product, possibly creating a situation not unlike the video tape rental industry whereby games will be developed specifically for rental. These games will be low budget, have a short development time, be of dubious quality and contain short term appeal. High quality, high budget games will be developed for "sale only", but the fear is that these will also be rented. Producers of these high cost carts will run a very dangerous risk of not covering development costs and so may not bother.

The argument for rental is that, as rental stores are open late, a convenient service would be provided. The argument against is that there will be a greater density of poor product, turning the public away from the market! Less than half of the audience thought that rental would harm the industry, but only if it wasn't a free-for-all.

VIEW 2
THE VIDEO INDUSTRY

Sega were invited to attend the seminar, held for the benefit of video rental dealers, but they declined. Also of interest was the late withdrawal of Don Waisanen, of Master Player Games Centres, who was to speak of his company's plans on a cartridge "exchange" scheme, due to be offered nationally under franchise.

Apparently, just prior to the show, Sega had received a court ruling that game exchange was deemed similar to rental and thus illegal under UK copyright law. Derek Mann, of the VTA, was brought in as a replacement and, with legal representation, exuberantly read aloud Sega's press release on the court ruling.

The seminar was held for the benefit of video dealers, who have experienced a 40% downturn in their video rental business and, as compensation, are looking for new markets in which to deal. They see game rental as their saviour, but are disappointed with Sega's hard line. They dislike the lack of quantity and quality of the 117 games being offered for rental and see no reason why all games shouldn't be rented without any agreements or fees – as is in the video rental market.

Tony Dowling of Video City, Nottingham, was on the panel and proved to be most entertaining, as well as revealing the average rental outlet's thinking. Well almost! He advised dealers to go legal (not average thinking), but "Don't bother with the Master System," he told the audience. "The Mega Drive is the only one I deal with." Later, he expressed his suspicion of Sega: "They want to offload the Master System product on us – don't touch it!"

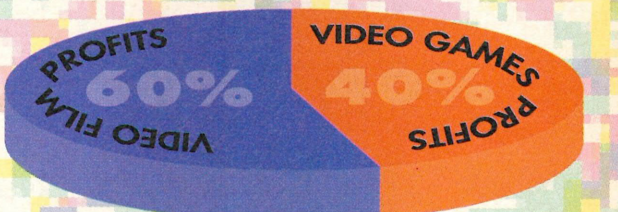
Tony revealed how a "switched-on" dealer could rake in over £100 per cartridge by selling it after many rentals, revealing "most can be sold at the £23 mark after 24 or so rentals". Tony also advised rental dealers to stock the hardware and rent it out too. Just how Sega Europe will take this view is interesting. It's not part of the rental agreement, but Sega US (who cannot stop cart rentals) unofficially endorse this practise.

Dealers expressed little concern for the effect on the market and there was little consolation for those who fear that rental stores will ruin the industry.

The pie chart on the right shows approximately how many video film were rented in the States compared to the the legal rental of video games carts, from Sega and Nintendo.



The rental of games carts in the States is becoming increasingly popular, especially because video shop owners are making more money from games than video films.



VIEW THREE
YOU!

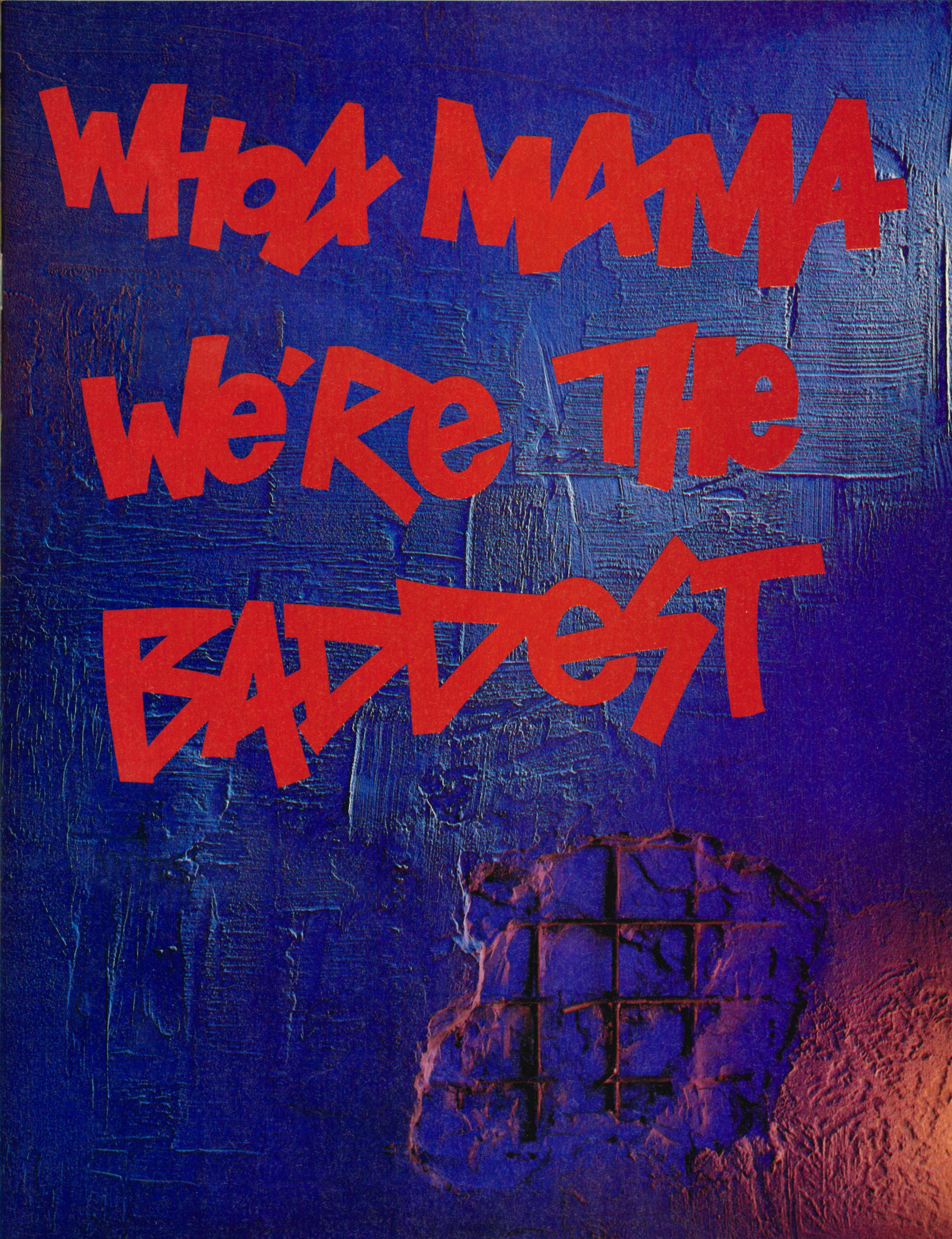
So there you have it. It would seem Sega want to keep their hands firmly on the running of software rental, imposing strict guidelines for all those in the scheme. Anyone who doesn't tow the line will end up in court.

The video rental firms are having difficulty coming to terms with this thinking as there are much looser controls over the rental of video films. They also seem to have little concern for the long term effects of software rental on the development of games.

But, more importantly, what do you think? At the end of the day, it will be down to you whether Sega's strict scheme will be a success. Next month we'll be focusing on the effects of rental on the renter. Every Sega owner has a responsibility to tell Sega what they want. Send your views, opinions and suggestions to *Games Rental Debate, SegaPro, Paragon Publishing, Durham House, 124 Old Christchurch Road, Bournemouth, Dorset BH1 1NF*. We'll then pass on all your letters to Sega UK in the hope that they'll take your views in account. The best letter received will earn the sender a cart of their choice.

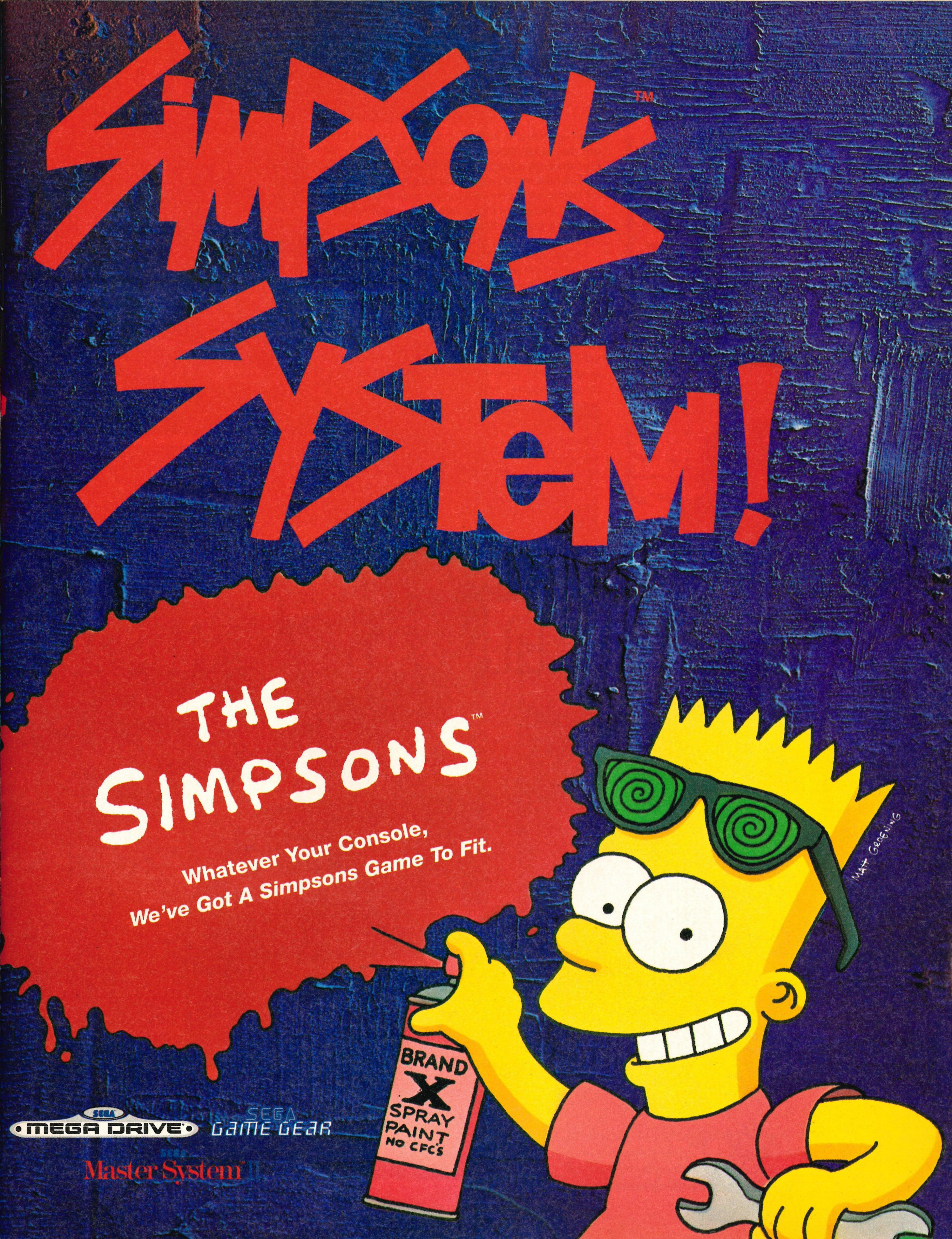


"The Mega Drive is the only one I deal with."
Tony Dowling, Video City, Nottingham


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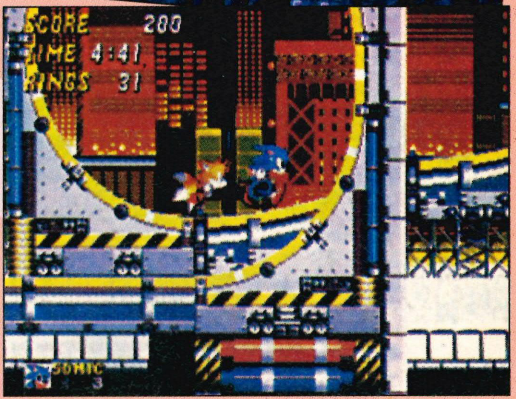




SONIC 2 UPDATE

After last month's extensive *Sonic 2* preview, here are the latest shots from Japan. We hope to get our hands on a preproduction cart of *Sonic 2* soon, and so next month we should be able to give you a full hands-on review, with totally exclusive pictures unseen elsewhere in the world (as opposed to the same old pictures that Sega have been drip-feeding the press)!

As you can see from these pictures, Sega have been hard at work on the graphics over the past few weeks, trying to make *Sonic 2* as visually different from the original game as possible. All the shots that are now coming out of Sega also have Tails on the screen, so it finally looks as if Sega have settled on a simultaneous two-player game, although not the split-screen affair as was originally shown at American shows earlier this year. Sega, of course, could still incorporate this as a bonus stage, but we've seen no screen pictures of it lately.





The number of levels has now been decided, with nine packing the 8Mbit cart. In order of play they are the notorious Green Hill zone, Metropolis, Hill Top, Hidden Palace, Oil Ocean, Casino Night, Chemical Plant, Neo Green and, finally, Death Egg. There's also a secret level in there somewhere, but we're not saying where!

So till 24 November 1992, salivate over these pictures...



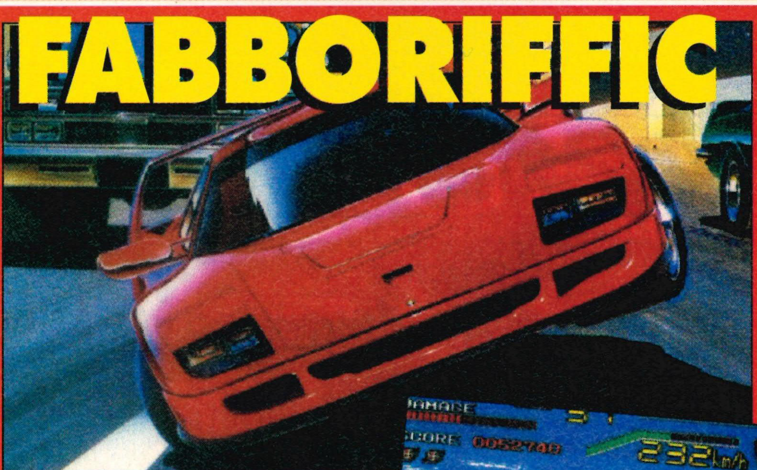
FIRST 16MBIT GAME!

The biggest Sega game ever is about to hit the Mega Drive. Programmed by Climax, the same team who packed the megabits in *Shining in the Darkness, Land Stalker* promises 16Mbits of pure action adventuring. Featuring the innovation of the DDS 520 (Diamond-shaped Dimension System), this game contains one of the largest and most attractive play areas yet seen. It looks nothing like *Shining in the Darkness* though, and concentrates more on viewing the characters from a third-person perspective, forcing a view as yet unseen on the Mega Drive.

Land Stalker was originally planned for release in January 1993, but due to the recent pressure of SNES games like *Legend of Zelda 3*, Sega have rushed through *Land Stalker* to make an appearance some time in October.



SUPER FABBORIFFIC



At last you should be able to play *Chase HQ* on your Mega Drive! The Mega Drive version of Taito's 1988 smash-hit coin-op is called *Super HQ* and should provide racing relief for those who were a bit disgruntled with *Turbo Out Run*.

Unlike most race games, the sole aim isn't merely to go as fast as possible. You and your police chum must take your souped-up cop car along the roads of western America and track down all sorts of dodgy crime lords, ranging from drug dealers to simple thieves.

You are given your orders from a young lady called Nancy, who calls you from the police headquarters with a description of the criminal's vehicle. It's a frantic race to get him in sight before the time limit runs out. When you finally get to him you get a little more time and, while dodging all manner of bad drivers, you must ram the sucker off the road. Once his vehicle's finally disabled, you can pull him out of the car, throw him to the ground and slap the handcuffs on him.

There are plenty of improvements in the latest Sega version, which makes it a sort of mishmash of the original *Chase HQ* and its sequel *Super Criminal Investigations*. As opposed to the original's Porsche 928S undercover police car, you now get to choose between a Ferrari F-40, a 4x4 station wagon or a lorry. Of course the lorry is great for ramming things off the road, but when it comes to acceleration up those hills, it's hopeless. The Ferrari is exactly the opposite, while the 4x4 is a happy medium. Other bits that have been tarted up are the information screen, which now actually shows you a picture of Nancy, and what a cracker she is! The obstacles you encounter have also been improved, with guys shooting out of the back of trucks, helicopters flying overhead and unhelpful road workers who leave barriers littering the road.



Super HQ really does look like a smashing road racer, and even though it's only a 4Mbit cart, you can be sure of some extra special graphics and speech from Nancy. Released in Japan on 23 October, you should certainly search this one out.

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NEWS FROM JAPAN

BLACK AND BAD



Like Wolf Team, Micronet (or Bignet as they're known in the States) have been with the Mega-CD from the start. Their first CD game was *Heavy Nova*, a strange beat-'em-up between high tech metal monsters. Whereas that was designed as a normal cart game with CD sound, their follow-up, *Black Hole Assault*, should be able to utilise all the Mega-CD's special features. The trouble with the first batch of Mega-CD games was that the programmers didn't know the specification of the machine they were writing for. Now the programmers know exactly what the machine can handle and hopes are very high for this second generation of Mega-CD games which began with *Thunderstorm FX*.

Set a few years after *Heavy Nova*, the sequel once again puts you in charge of a metal army. You must set up positions all over the universe and stop the onslaught of the Akirovian empire. After battling across two of their spaceships, you blast off into deep space in search of their strongholds on Venus, Mars, Jupiter and Saturn.



Improvements over the original include more fighting moves, faster action and a great section featuring aerial fights. Backgrounds are far more detailed than the original, and really set the atmosphere for some metal mashing.



If you can find a few friends, you can set up a tournament. Up to eight players can partake in the action, and all the scores and positions can be saved into the Mega-CD's RAM storage.

Micronet's *Black Hole Assault* is released in the middle of October, with a US version coming out in the following month.

TIME TRIALS







Time is running out for owners of imported Mega-CD units as the launch of the official UK version looms on the horizon, and compatibility worries threaten to become reality.

But that's where *Time Gal* comes in. This girl will make you forget all your problems. Programmed by those crack hackers at Wolf Team – the folks behind this month's ProYo! *Thunder Storm FX* – *Time Gal* is centred around a pretty, young Japanese girl who has the ability to travel through time. There are four separate stages, each spanning a historical era. The first takes place between 7-1BC, the next from then to present day, then to the year 2000AD for a couple of thousand years till the climax of the game in 4001AD.

The good news is that whereas Wolf Team only managed limited colours on the continuously accessed CD graphics of *Thunderstorm FX*, they now seem to have found a new process whereby more colours can be displayed, making the whole game much more lifelike.

Time Gal is actually based on a very old laserdisc coin-op from Taito, but like *Thunder Storm FX* still looks great and plays well today. The arcade game had a stonking soundtrack, and considering Wolf Team's previous accomplishments and the CD's capabilities, we should be in for an aural treat on the Mega-CD.

Wolf Team are hoping to release *Time Gal* in October, although this may slip a few weeks due to the immense size of the project.



WAKE UP!





Game Gear owners could be forgiven for sleeping through the past few months because, let's face it, Sega haven't exactly produced anything worth waking up for. But with *Terminator* just released, *Batman Returns* imminent and *Sonic 2* coming soon, it's certainly worth getting a new supply of batteries in.

And if that's not enough, here's another little long-overdue treat for all you hand-held owners. *In the Wake of Vampire* is a platform adventure based in the 19th century, and it comes from top Japanese development house, Sims.



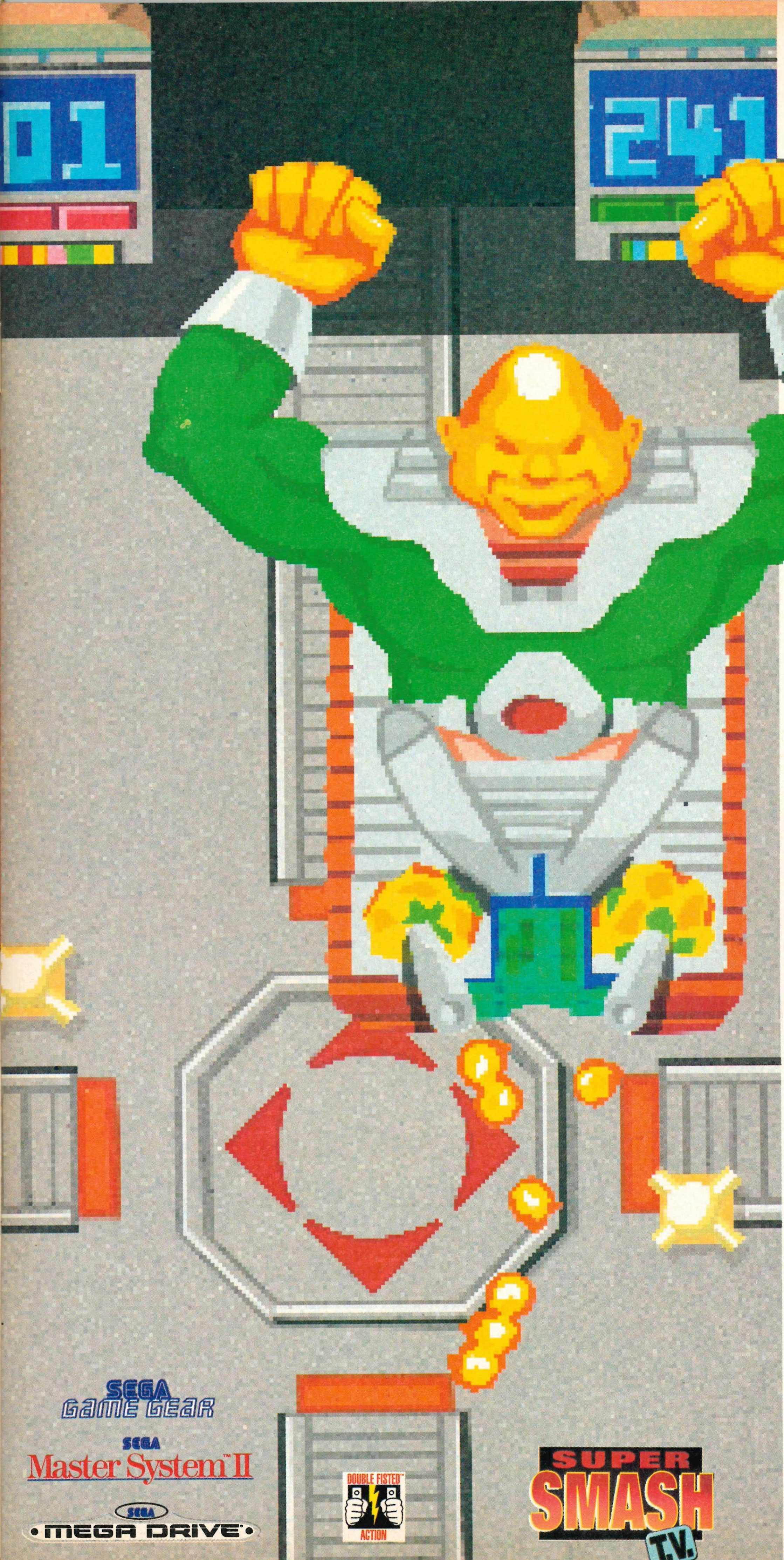
The storyline is an eerie one, based loosely on those old Hammer horror movies of the Seventies. Basically, there have been a series of bloody murders in old London town, and you've been brought in to suss out the situation. Strangely, all of the victims have two small holes in their neck, leading you to believe this is not the work of a normal human being, but that of one of the undead!



You must now follow, as the title suggests, in the wake of the vampire, cleaning up his mess and picking up items that will assist in bringing about his downfall. Everything is based around the clock, so speed and efficiency is of utmost importance.

The chasing takes place in and out of houses, down in the sewers, in the spooky forests, and finally in the vampire's crumbly old home. Essentially the action scrolls from left to right, but occasionally you with have to climb steps, all the time being under the attack of the bloodsucker's skeletal army.

Although a mere 2Mbit cart, *Vampire* contains five massive levels, each packed with tons of period graphics. It's out at the end of this month through the usual import channels, so stop what you're doing and check it out!



URGHHHHHH!

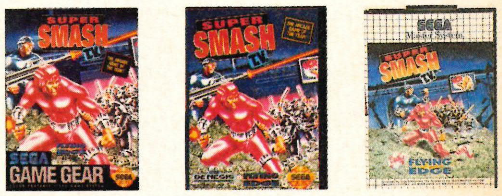
I HATE IT WHEN PEOPLE ARE NICE TO ME.

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-Mean Machines

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-The Sun

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-Total



Acclaim™
The Word on the Street

SPACED OUT

Despite their existence in the UK for many, many years (in software terms), Imagitec are still relative unknowns to the gaming public. Modesty forbids them from blowing their trumpet too loudly, but with Sega versions of *Gadget Twins, Viking Child, American Gladiators* and *Wheel of Fortune* already on their CV, they are now a development house to be reckoned with. With their American publishers, GameTek, now hoping to set up a European office, and Imagitec wanting to get the UK public to see their own wares (as opposed to the limiting TV licences), you are going to be reading a lot more about the Northern company over the next few months. But as always, you'll read it here first...

The Spectrum and C64 may be prehistoric junk now, but in their day they inspired a host of little programming teams. Imagitec Design began as a tiny two-man set-up, specializing in converting games from one format to another. Today it's a 40-strong company, developing on every format from Amstrad CPC to Mega-CD, and determined to concentrate on its own, original products. It even has its own work ethos, talking of a Japanese-style belief in community work which "ensures... personal success". Whether or not this equates to the endless late night overtime synonymous with games programming and a happy family life is unclear. Already one programmer's been spotted wandering around Dewsbury entirely naked!

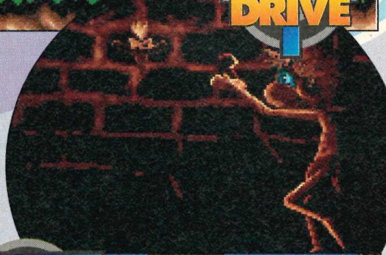
The company's first original game was *Prophecy I:Viking Child.* After a difficult year in 1990, radical changes were undertaken to make the company a real "SOFTWARE DESIGN AND DEVELOPMENT COMPANY". In other words, a design team was formed, currently consisting of two game designers, three storyboard artists and a sculptress (see *Space Junk* box).

The decision to develop their own games ideas was inspired by a determination to stop being ripped off by software publishers! Certainly there's not that much money to be made programming a conversion of a conversion of a coin-op based on a movie, with everyone else taking hefty cuts from any profits.

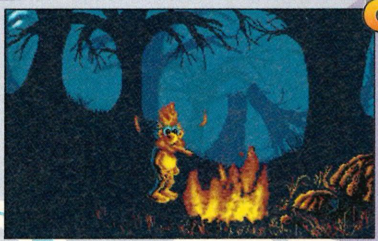
Developing *Viking Child* involved lots of early mistakes, forcing them to painfully evolve a system of thoroughly thinking out their games before starting programming. Game Gear *Viking Child* version got 84% in SEGAPRO#11 and a Master System conversion is due later in the year, with sequels promised. Also released on the Mega Drive are *American Gladiators* (72%, SEGAPRO#11) and *Wheel of Fortune* (reviewed this issue), both decent conversions of difficult subject – although there are no plans for any more TV show conversions! Rather more inspired is the hilarious *Gadget Twins* (90%, SEGAPRO#11) which should be a better guide to loads of original upcoming titles from the company.

HUMANS

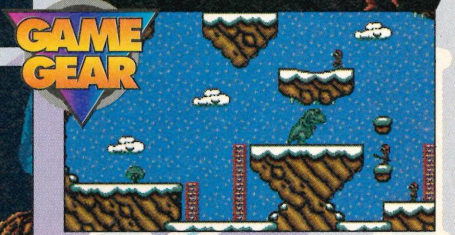








Humorous animated sequences reward good play in the remorseless drive towards achieving "civilization".



With Game Gear carts so scarce on the ground these days it's a welcome surprise to find such an ambitious project well under way.

Undoubtedly one of the most eagerly awaited of the Imagitec games is this Mega Drive arcade puzzle game which puts an evolutionary twist on the *Lemmings* concept. Beginning with slime just crawling from the sea, the player is in charge of developing humans, a process represented by guiding a tribe of men to a landmark overcoming various obstacles by strategies as bizarre as forming a human ladder. 100 levels are promised and Imagitec are so pleased with the gameplay two sequels are already planned, as well as a Game Gear conversion.



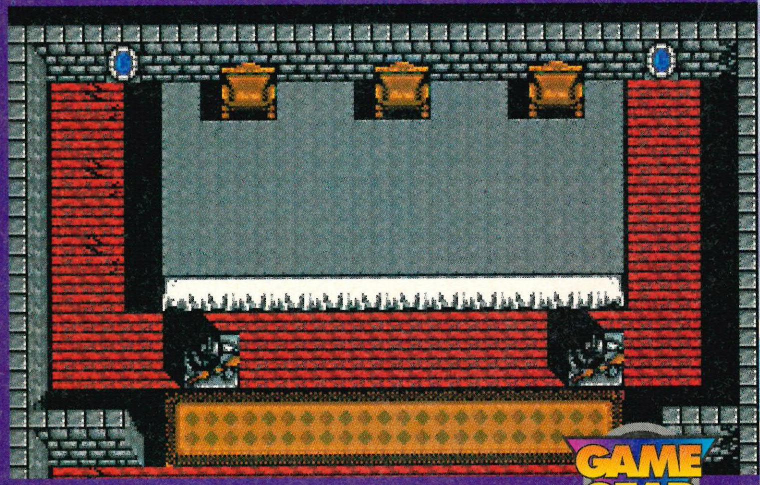
RAGNORAK

MEGA DRIVE · GAME GEAR

There are some terrific Viking legends and Ragnorak is one of the best. In this game the old Norse myths are used as the backdrop for a board game which plays like a combination of chess and Go! The heady intellectual challenge is souped up with animated sequences showing the gods' reactions to various moves and combat scenes showing one piece hacking another piece into very small bloody pieces on a battlefield. With in-depth board games so poorly represented on the Mega Drive this could do very well indeed, and what's more a Game Gear version is planned.



DAEMONSGATE



GAME GEAR

A RPG designed for the Game Gear? Are these people serious, don't they know there's an absolute dearth of Game Gear products?

For anyone and everyone with a Game Gear, the willingness of a company to try and make best use of the portable Sega is great news. What's more, the graphics are surprisingly good while the gameplay seems to have plenty of depth with development taking over two years! A Master System conversion and sequels are planned.



"DRACK PACK"

MEGA DRIVE

No screenshots for this one yet, and the title's just an in-house nickname, however Imagitec have got very high hopes for this. It's an "all-singing, all-dancing" eight-way scroller after the style of the classic *Ghouls 'n' Ghosts* which the company hopes to equal, if not better! It's a Dracula themed game in which you control a Van Helsing-type character. Masses of design work's been completed along with full storyboarding. Graphics are well under way and scrolling in development. There's no way this is going to happen on the 8-bit machines, so expect something very special around autumn of '93!

SPACE JUNK

Not perhaps the most enthralling of titles, but like the beat-up starship that opens *Star Wars*, Imagitec clearly hope it will add a dramatic new dimension to entertainment technology. The core of the game is a process called Reel Time Animation. In part it closely resembles techniques already demonstrated in *Thunder Storm FX*, namely digitising filmed sequences of sculpted models to provide incredibly realistic graphics. The difference is that Imagitec have mixed in a heavy dose of *Spitting Image*, with the sculptures being masks (made in part by Soft Options who help with the witless TV program) which are worn by programmers-cum-actors. The sequences are then included in the finished product, which will be very round and shiny – ie, CD-ROM, the only technology to make such memory-gobbling stunts economical. The technique has already been licensed to Atari as a flagship game for their new computer, the Falcon (yawn), but a Mega-CD version is planned for late '93.


Thespian-minded programmers spend an hour breathing through tiny holes to make a mask.

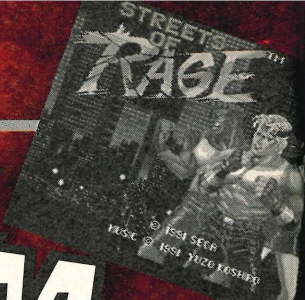

The programmer's features are then "enhanced" by Imagitec's in-house sculptor.


The finished mask is stuck to a programmer's face with gum spirit – this means every facial movement will be shown by the mask.

The game itself will be along the lines of the Lucasfilm/Sierra On-Line adventure, with a character moving around a landscape guided by a pointer which can click on various objects to interact with them. The designers are all ardent RPGers and are obviously very dedicated to the project (see those mask-making pics!). The sequences produced by filming the masks will be accessed when you interact with characters in the game. There's going to be over 100 NPC (Non-Player Characters) to interact with. Unlike the *Thunder Storm FX* digitised pics, Imagitec hope to use the Mega Drive's entire palette.

The plot of the game is that you're a lowly space pilot hauling around other people's junk. But then there's a collision stranding you on a planet in an apparently terminal situation. You must escape, rescue a colleague and by a series of odd-jobs complete the overall quest. It's certainly a bold project so let's hope Imagitec get the success they're so confident of achieving.





SEGA pro GUIDE TO BEAT 'EM UPS

Beat-'em-ups are one of the most popular types of games available on the Sega – everyone likes a bit of fist-in-face action after a hard day at work. After the ProGuides to Sports and Shoot-'em-ups, here we have our guide to what beat-'em-ups you've been playing over the past six months – mixed in with a few of our own personal faves.

MEGA DRIVE

PIT-FIGHTER

TENGEN ● £39.99

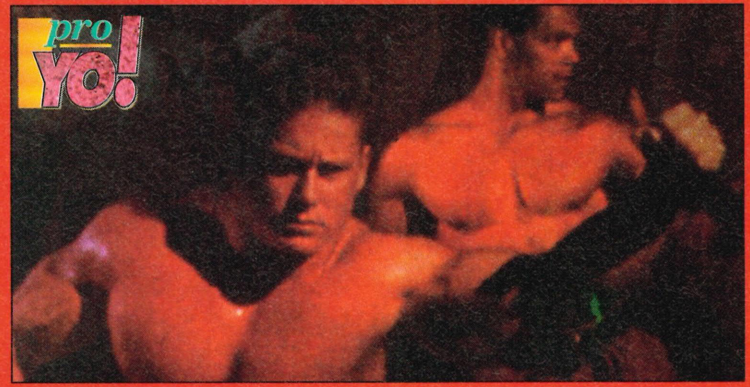
Pit-fighting, a no-holds-barred world where anything goes. All you have to do is stay on your feet and beat the living daylights out of your opponents until they're unconscious. There's big money for the best, but you've got to stay alive long enough to earn it!

Your options offer level select for one or two players, a punchtastic sound test and fighter selection. You choose from Buzz (ex-wrestler), Ty (kickboxer) or Kato (karate), but can switch fighters whenever you lose one of your three lives.

Energy bars chart you and your opponent's strength and your prize money increases after each bout. All three fighters have their own special moves, and can punch, kick and jump. The opposition range from Vietnam vets to leather-clad women, but the Masked Warrior is the ultimate challenge. Weapons, from knifes to motorcycles, can be picked up and used throughout the fights.

The timed rounds last as long as you let 'em, but your opponents aren't walkovers! The digitised graphics look stunning, although bigger sprites would've been nice. Sonics and spot effects are great, and not too intrusive. Challenging and great fun in two-player, it's repetitive, but a real blast.

OVERALL 92%







SPLATTERHOUSE 2

NAMCO ● IMPORT

Rick's life used to be good. Nice girlfriend, steady job... then he discovered the mask. An ancient Mayan mask with supernatural powers that drive Rick to kill and maim. But when his girlfriend is kidnapped by the undead, Rick has no choice but to don his mask again and enter the underworld to rescue her...

You control Rick through eight levels of carnage in this horizontal scroller. Your objective is to rescue Jennifer from the haunted house, killing as many zombies and mutants along the way as possible. Rick can punch and kick, and use anything he finds lying about as a weapon, from pipes, bones and shotguns to decapitated heads!

Bad guys leap out at you from all sides, exploding in a welter of pus and mucus when you hit 'em. The levels vary from sewers to corridors in the house itself, with hideous bosses at level ends. The hanging babies are particularly grisly!

Splatterhouse 2 could've been even gorier. The big sprites can't hide many of the duller backgrounds and even the sombre music doesn't make up for it. Rick's moves are very limited and the repetitive levels can become boring, even with the password system. However the eight levels will keep bloodthirsty gamers happy for a while, but not forever.

OVERALL 80%

GOLDEN AXE 2

SEGA ● £39.99

Death Adder is long gone, and peace had returned for Ax-Battler, Tyris-Flare and Gilius-Thunderhead, the heroes of *Golden Axe*. But now a new threat has emerged, namely Dark Guld and his invading army. Our

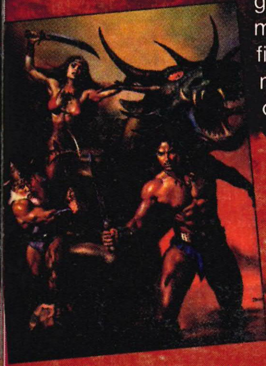






trio must re-group and meet the evil Dark Guld head on in battle!

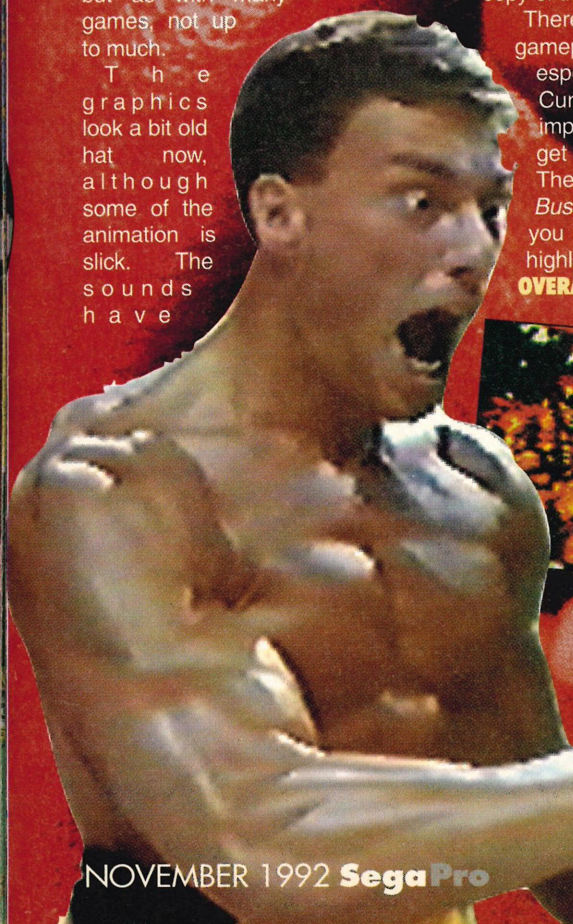
Neat intro screens relate the story before you select one of the three characters and head forth into battle in this seven-stage horizontal-scroller. You can either opt for the full game, or a duel mode in which you fight all the mutants one on one.



Each character has a series of combat moves and can pick up magic along the way to help in battle. The action progresses *Streets of Rage* style, with sections where you must waste all the opposition before moving on – using button combinations for weapons, kicking and magic. The guardians are fairly hefty, but as with many games, not up to much.

The graphics look a bit old hat now, although some of the animation is slick. The sounds have been tweaked, and the backgrounds are a little more detailed, but this still isn't much of a sequel. Fun in two-player simultaneous mode, but still too easy.

OVERALL 78%



TWO CRUDE DUDES

DATA EAST ● IMPORT

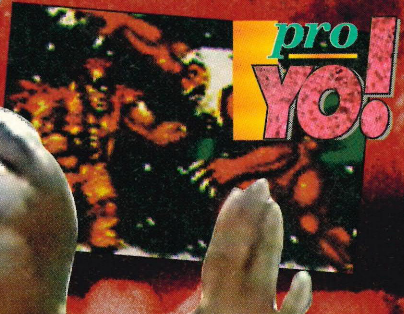
The year is 2030 and New York is slowly recovering from a nuclear explosion 20 years ago. The city's rebirth is going well until a mad scientist appears on the scene, turning people into mutants and press-ganging them into an army to take over the Big Apple. As is always the way, budgets are tight and the President of the USA can afford only one or two fighters to save NYC. Enter Crude and Buster...



Our heroes are muscle-bound hunks with trendy shades that never, ever get broken (must be the SegaPro shades). Well-fitted out with combat moves, these guys are good to watch, especially when they pick up enemies and swing them over their heads! Backgrounds are a little dull but the music is a close copy of the Data East coin-op.

There aren't that many levels but gameplay is fun and entertaining, especially in two-player mode. Currently only available on import, this is like gold dust to get hold of as it's so popular. The Japanese version is *Crude Buster*, but whichever version you can get hold of, this one's highly recommended.

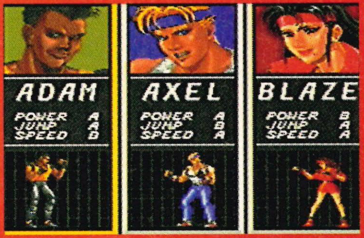
OVERALL 91%



STREETS OF RAGE

SEGA ● £39.99

In the words of Monty Python, "This is a frightened city." Criminals stalk the streets, ignored by corrupt cops. But Mr & Mrs Suburbia have three people on their side, Adam, Axel and Blaze; ex-cops with an attitude who are out to clean up the city once and for all.



Stunning presentation screens lead you to an options screen with your character select and button changes. The game itself is extremely busy, an eight-round horizontal-scroller crawling with punks. Never mind the hellacious bosses!

Each character can punch, kick and jump and has a signature move, activated by a button combination. To keep things interesting, disarmed enemies can have their weapons used against them. Other weapons hide inside scenery, along with energy power-ups, so smash everything! If fights get really rough, you can call in a napalm-launching squad car to help.

The visuals here will blow you away. The sprites aren't massive, but the detail, animation and range of moves on offer is incredible. Add beautifully scrolling parallax backgrounds, fantastic sound effects and tunes to get one hyper-addictive game that's long on playability and very hard to fault. And you wanna see it on two-player!

OVERALL 93%



HOW THEY RATE

	PITFIGHTER	SPLATTERHOUSE	GOLDEN AXE 2	TWO CRUDE DUDES	STREETS OF RAGE
Levels	10	8	7	6	8
Difficulty	9	3	3	3	3
Lives	3	4	3	3	3
Continues	0	No	3	3	3
Team	Yes	No	Yes	Yes	Yes
Versus	Yes	No	Yes	No	Yes
Special features	none	passwords	none	none	none
GRAPHICS	92	85	75	90	93
SOUND	89	76	86	87	88
GAMEPLAY	88	73	85	94	90
CHALLENGE	86	75	69	92	80
PROSCORE	92	80	78	91	93

SEGA pro

GUIDE TO BEAT 'EM UPS





MASTER SYSTEM

DYNAMITE DUX

SEGA ● £29.99

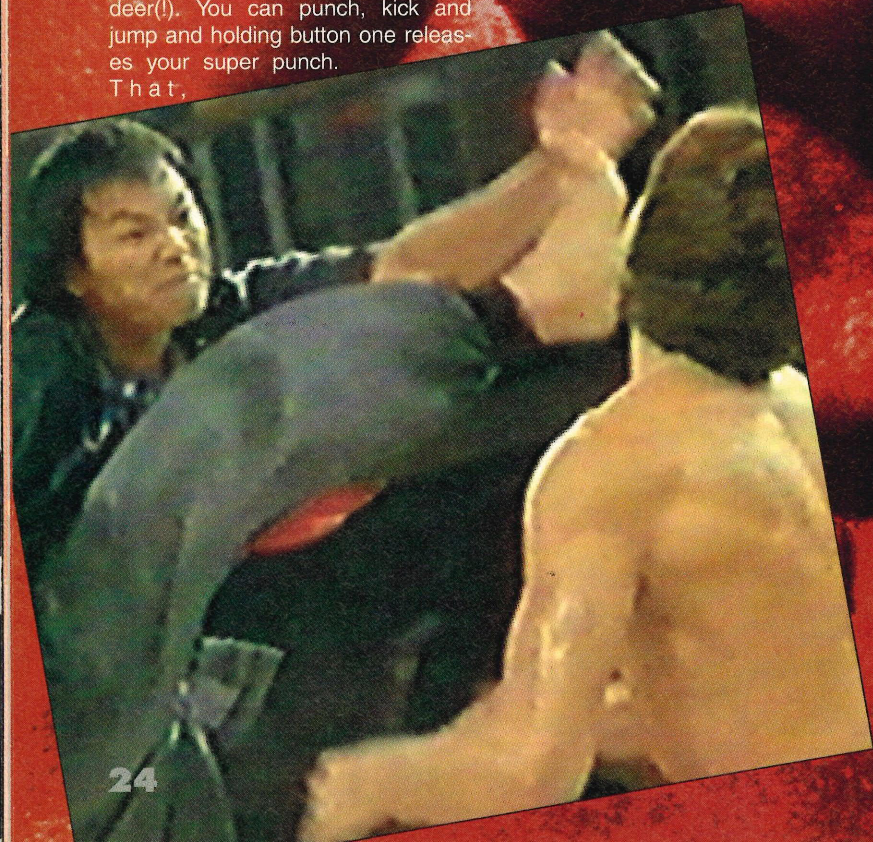
A normal picnic is ruined when a troll kidnaps your babe, Lucy, and turns you into a duck! (Hey, it can happen!) The troll geezer, Achacha the Great, lives in another dimension and, to rescue Lucy and regain human form, you have to go in there and chin 'im!

Controlling your duck through five horizontally-scrolling levels of cutesy punching and kicking to get to Achacha isn't tough. A life meter monitors your energy and you begin with three lives while energy can be replenished by eating various items during play.

A variety of animal enemies attack you, from sumo pigs to sausage deer(!). You can punch, kick and jump and holding button one releases your super punch. That, and weapons from a bazooka to bombs, makes light work of the sub-bosses and guardians.

The sprites are colourful, but blur on busy screens. Combine that with the lack of detail and it really lets the game down. The other problems are well iffy collision detection and an awful soundtrack. Tack those onto a ludicrously easy game that has continues but no difficulty settings, and you've got something you'll finish by tea-time.

OVERALL 58%





MASTER GEAR

Yuk. Teeny sprites and iffy collision detection might add to the difficulty of *Dynamite Dux*, but it really isn't worth bothering with.

GOLDEN AXE

SEGA ● £34.99

A threat faces the land of Yuria. The evil Death Adder has stolen the fabled Golden Axe, plunging Yuria into violent turmoil. To return peace to the land the axe must be recovered and, unlike the coin-op original, only Tarik can retrieve it.

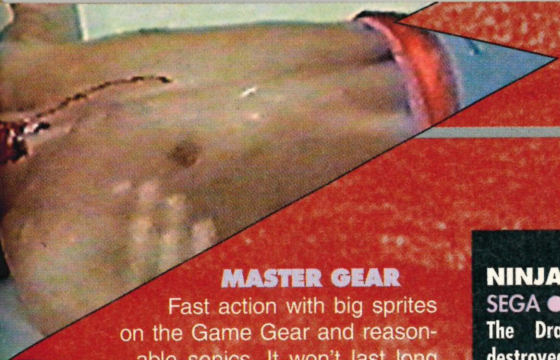
To make up for the lack of the dwarf and Amazon characters, Tarik's swordplay is supplemented with a choice of magic on the options screen; earth, fire or thunder spells (aka Smart Bombs) are available. The game itself is basically five rounds of horizontally scrolling hack and slash with a hint of 3-D. The action happens in stop-go sections where you must defeat all the onscreen bandits before progressing. Combat is simple hack and jump stuff although it's nice how you can knock bandits off their dragons then get on them yourself.



But beware – there are some heavy bosses at level ends, so make sure you use magic carefully, getting as much as possible from the dwarfs which appear between levels.

Well defined and reasonably detailed sprites are let down by lacklustre backgrounds and sonics, but simple, addictive gameplay keeps *Golden Axe* going. The only things missing are a difficulty setting and a two-player option, which would have made things a little more interesting. Rather easy in its present form, but still a helluva lot of fun to play.

OVERALL 74%



MASTER GEAR
Fast action with big sprites on the Game Gear and reasonable sonics. It won't last long but it fits the GG really well!

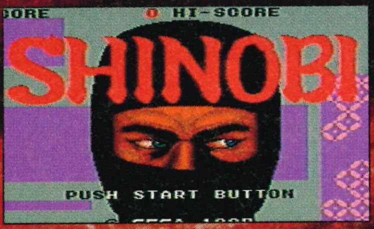


SHINOBI

SEGA ● £34.99

Joe Musashi, master ninja and government agent, faces his biggest challenge. The children of world leaders around the globe have been kidnapped by the Ring of Five terrorist group and only someone with the ninjitsu skills of Musashi stands any chance of rescuing them.

No options mean it's straight into five rounds of horizontally scrolling



action. Every released hostage gives you a power-up or a new weapon, while between rounds you enter a bonus stage, zapping ninjas with your shurikens like in a shooting gallery. This earns points and six different types of ninja magic.

The hostages are guarded by ninjas and gunmen, and at the end of each level you face one of the Ring of Five before progressing. Joe can punch, kick and jump in early levels before gaining close quarter weapons like nunchakas. You begin with three lives, picking up extras with every 100,000 points.

Graphics in the early stages aren't brilliant, although the sprites are well defined. The addition of bonus stages and plenty of power-ups keeps things fresh, but a difficulty select wouldn't have hurt. The sounds are a bit wimpy, but the solid gameplay make this almost as good as *Ninja Gaiden*, but not quite.

OVERALL 81%

MASTER GEAR
No problems here for Joe Musashi as he fits quite nicely into the Game Gear. Great if you've got a Master System too, but Game Gear-only owners would be well advised to stick to their own dedicated version which has clearer sprites and is more of a challenge.

ALIEN STORM

SEGA ● £34.99

Shape-shifting aliens have invaded the planet, taking on many forms and brutalising the human race. Only a few well-trained specialists can rid Earth of the mutants. The Alien Busters are well armed and they like nothing better than filling alien graves...



Simple options in this four-level, horizontally-scrolling coin-op conversion allow you to select either Gordon (human) or Slammer (robot) and a normal or hard difficulty setting. The aliens come at you as you prowl the streets in intermittently scrolling sections. Slime puddles and snails sap your energy and life levels, if they can get past Gordon's Fire Blazer and Slammer's Electric Whip, while both characters have screen-clearing special weapons. To keep the gameplay fresh, shooting gallery-style sections are included in the levels. Getting to the alien mothership is tough but some aliens release life and energy to top you up.

Graphically *Alien Storm* is very slick. The backgrounds are accurately rendered, while the colourful sprites are well drawn and animated – but flicker on busier screens. In-game sound is disappointing too and there's no two-player game. Nevertheless, addictive gameplay more than compensates.

MASTER GEAR
Small sprites but it's easier to judge positions on the small screen. If you can cope with the scale, you might find the faster pace more fun.



NINJA GAIDEN

SEGA ● £32.99

The Dragon Ninja's village has been destroyed and the sacred Bushido scroll stolen. Ryu Hayabusa, sole survivor of the Dragon clan, knows that in the wrong hands, the scroll's power could be used to control the world. It must be recovered at any cost!







Classy cinematic intro screens precede the action in this eight-level, horizontally-scrolling slice 'n' dice. A host of evil dudes stand between you and the final Castle of Darkness level where the scroll can be found. Only your smart combat moves and heavy duty power-ups keep you out of trouble – especially on the guardians!



Armed with a sword, Ryu can collect shurikens, whirlwinds, fireballs and shields throughout the levels, plus combat points and healing potions. Using the special weapons eats up your combat points, but fireballs soften up the bosses.

Ryu's moves are great – from wall-climbing to jumping up and grabbing branches – not to mention well animated. The sprites are small but detailed and well drawn, while the backgrounds and general look of the game do the MS proud. The sounds ain't great, but big levels and big gameplay make *Ninja Gaiden* one of the best MS games around.

OVERALL 90%

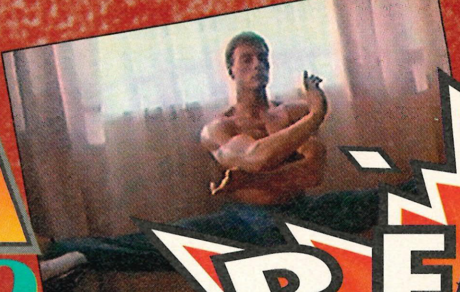
MASTER GEAR
The sprite size makes things very tough, and you'd be a fool to cough up for this when the Game Gear already has two dedicated ninja games with more on the way.



HOW THEY RATE

	DYNAMITE DUX	GOLDEN AXE	SHINOBI	ALIEN STORM	NINJA GAIDEN
Levels	5	5	5	4	8
Difficulty	0	0	0	2	0
Lives	3	3	3	1	3
Continues	3	1	0	3	infinite
Team	No	No	No	No	No
Versus	No	No	No	No	No
Special features	none	none	none	none	none
GRAPHICS	73	77	74	75	89
SOUND	58	60	68	58	70
GAMEPLAY	79	79	85	85	90
CHALLENGE	48	71	80	75	90
PROSCORE	58	74	81	78	90

SEGA pro GUIDE TO BEAT 'EM UPS



GAME GEAR



NINJA GAIDEN

SEGA ● £27.99

The legendary Dragonsword, possessed of magical powers, has been the subject of an attempted robbery. Ryu, dragon ninja and keeper of the sword, must track down the mysterious organisation behind the attempted theft. Using his ninja powers, he must confront the enemy to keep the sword safe for future ninjas.





Nifty cinematic presentation screens open the game. Imports have a password option, but official versions get straight into the action. You control Ryu through four stages of horizontal scrolling walk and whack against tough guys armed with everything from machine guns to dynamite.

Ninjas leap from trees and attack you on the ground, but ninjitsu magic and power-up weapons, from shurikens to scatter bombs, quickly get rid of them. Ryu can jump and climb walls, but has a tendency to get stuck at the top. The bosses are big, but your sword and power-up weapons will cut them down to size.

The levels are short and the guardians a bit of a pushover, really. The sound effects are passable, but the colourful sprites and animation blur a fair bit. There are some nice touches, like the skyscraper climb, but ultimately, *Ninja Gaiden*'s too short, too easy, and not a patch on *Shinobi*.

OVERALL 70%



SPIDER-MAN

FLYING EDGE ● £29.99

The Kingpin has planted a nuclear bomb in New York and framed Spider-Man! Our webbed hero only has 24 hours to locate the bomb before it wipes out the city, and as if that isn't bad enough, all his old enemies, as well as the NYPD are out to get him!

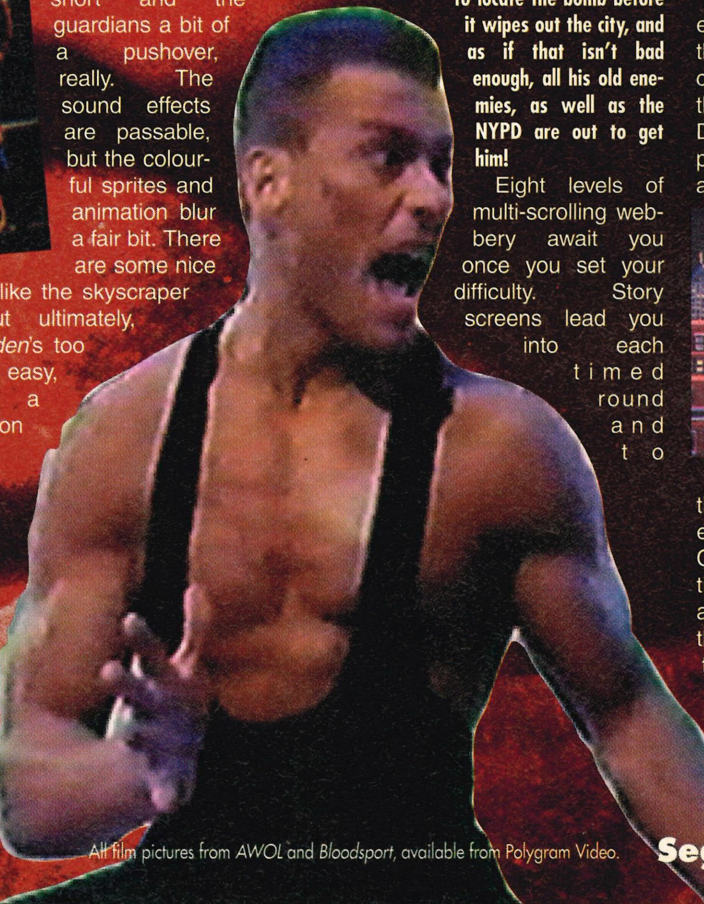
Eight levels of multi-scrolling webbery await you once you set your difficulty. Story screens lead you into each timed round and to progress to the bosses, you have to waste all the deviants on each level.

After fights, you can renew your energy back at your apartment, but this does eat up time. Web cartridges can be bought by taking photos of the bosses and selling them to the Daily Bugle. Spider-Man can kick, punch and web his victims, as well as swing from web ropes.

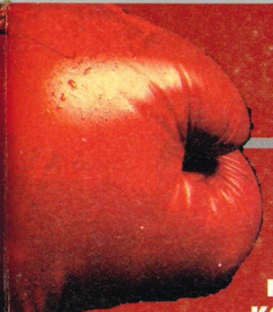


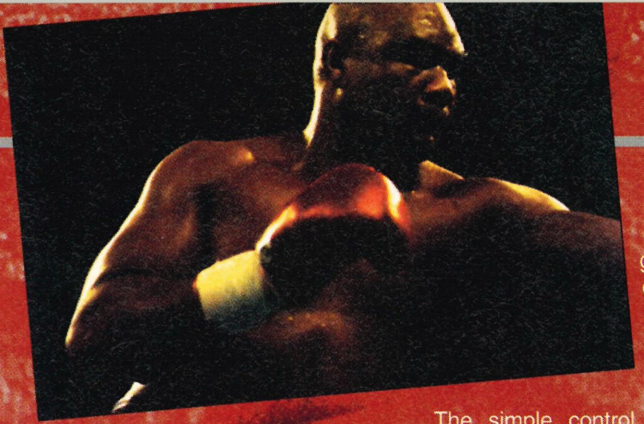
The sprites are a bit teeny, but they're so colourful and well animated that you can forgive the size. Controlling Spidey takes some practice, and although the enemies aren't too tough, there's plenty of them. Even with three difficulty settings, this is one extremely tough game that, provided you can ignore the soundtrack, will have you glued to the Game Gear for hours.

OVERALL 92%



All film pictures from *AWOL* and *Bloodsport*, available from Polygram Video.





GEORGE FOREMAN'S KO BOXING

SEGA ● £29.99

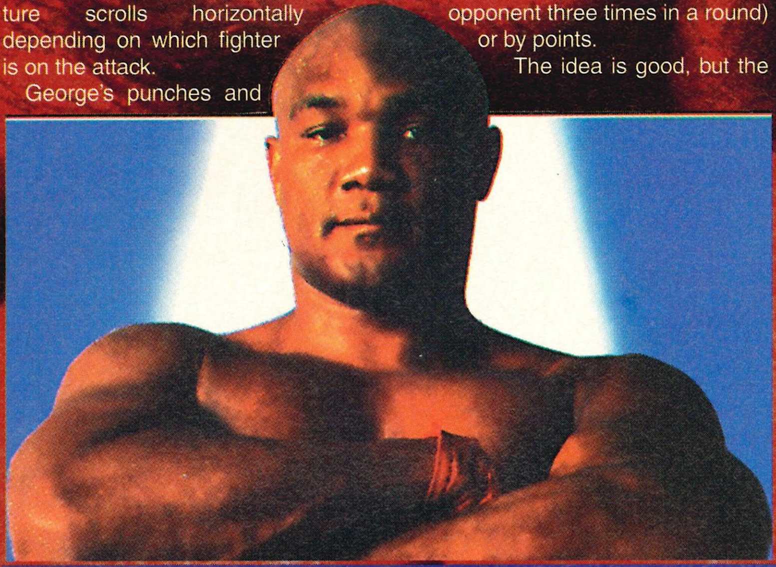
George Foreman, 250lbs of ex-heavyweight champion boxer, lay-preacher and amiable dad. Now he's back in the ring in his very own Game Gear boxing sim, munching burgers between rounds and hoping you can take him past the opposition to make Big George champ again!

A piccy of Big George and option of slow or fast fight are all that stand between you and the ring. Since the ring is too big for the screen, the picture scrolls horizontally depending on which fighter is on the attack.

George's punches and blocks are controlled by joypad and button combinations, while a limited number of superpunches can also be thrown in each round. After each win, you receive skill points to improve your power, recovery and footwork. Wins can be by knock-out, technical knock-out (downing your opponent three times in a round) or by points.

The idea is good, but the game doesn't deliver. Although the big sprites are pretty good, the sound isn't. The simple control system is too slow to respond and the quality of your opponents varies enormously. The two-player option is a useful addition, but it doesn't hide a poor quality button bash.

OVERALL 62%



RASTAN SAGA

SEGA ● IMPORT

The once-peaceful land of Semia has come under attack from hordes of evil barbarians who've trashed everything in sight and imprisoned the princess. Only you can save the world from tabloid journalists...

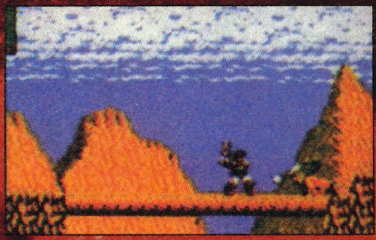
The game opens with an entrance by yours truly, falling from the sky like the epic hero you are. Initially you're armed with a sword, but there's loads of pick-ups from shields to maces to a cloak which improves your fighting prowess. In fact *Rastan* is as much an arcade adventure as a beat-'em-up, but whatever it is, gameplay is fast, addictive and extremely compelling.

Graphics are good, the sprites are well animated if a little small, while backgrounds are top-notch. Sound is even better with neat FX and atmospheric tunes, while the most important thing of all – getting your warrior to do what you want – is remarkably easy.

18 levels provide a reasonable challenge and all in all this is one of the best games on the Game Gear and not to be missed.

OVERALL 86%





SHINOBI

SEGA ● £24.99

A dark force in Neo City has captured three of the best ninjas that the Oboro school of Shinobi has ever produced. As the final ninja, Joe Musashi, you must rescue your fellow ninjas and use your combined magic to destroy the City of Fear forever.

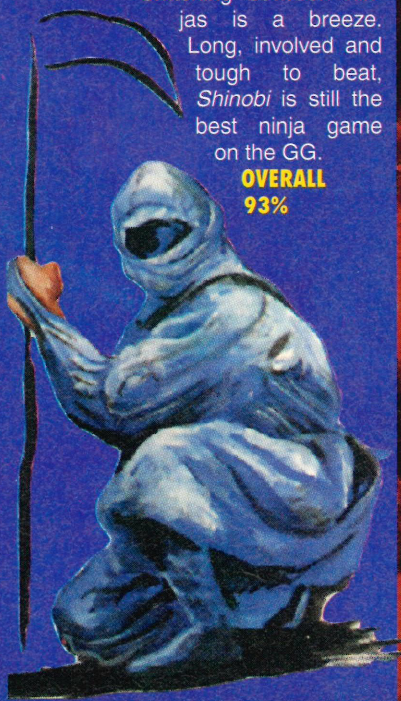


pro YO!

The original GG walk 'n' whack sees you armed with only a sword until you can free the other four ninjas in each round and utilise their weapons and abilities. Special ninjitsu spells can be collected en route to activate your magic, and energy power-ups and extra lives lurk in crates on each round. Until you reach Neo City, the four long rounds are basic slash-and-run efforts against mad monks, zombies and even geezers with circular saw blades. In Neo City, strategy and puzzle-solving come into play.

The sound is great, and the small sprites are well animated, although some of the backgrounds blur a little. The biggest complaint is that when you die, you lose all your magic, making Neo City even harder! But gameplay is great, and switching between ninjas is a breeze. Long, involved and tough to beat, *Shinobi* is still the best ninja game on the GG.

OVERALL 93%



HOW THEY RATE

	NINJA GAIDEN	SPIDERMAN	GEORGE FOREMAN'S	RASTAN SAGA	SHINOBI
Levels	4	8	n/a	18	5
Difficulty	0	3	0	1	0
Lives	3	1	1	3	4
Continues	3	0	rematch	7	3
Team	No	No	n/a	No	No
Versus	No	No	Yes	No	No
Special features	password (Jap only)	none	none	none	none
GRAPHICS	81	94	78	88	93
SOUND	70	78	50	90	89
GAMEPLAY	70	90	58	85	91
CHALLENGE	53	90	52	81	90
PROSCORE	70	92	62	86	93

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Superb Sega software release rundown boasting virtually every title due for publication [...] the forth[...] [...]r. Revi[...] [...] (MD), Go[...] Axe II (MD), Undeadline (MD), Bubble Bobble (MS), G-LOC (MS), Super Kick Off (GG), The Lucky Dime Caper (GG)...

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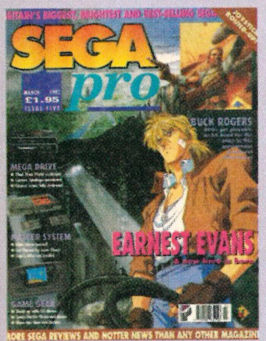
Massive A2 Simpsons poster and compete 80-page A to Z book of Sega games bund[...] with this issue. [...]acked re[...] [...]s Bird (MD), [...]rid (MD), Arcade Smash Hits (MS), Marble Madness (MS), The Terminator (MS), Monster World II (GG)...

SORRY SOLD OUT!



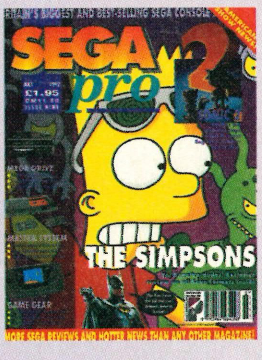
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Superb issue with free badge. Includes reviews of Alien 3 MD), Atomic Runner MD), Dungeons and Dragons MD), Evander Holyfield's Boxing (MD), Grey Lancer, Sports Talk Baseball (MD), Xenon 2 (MD), Twinkle Tale (MD, Putt & Putter (MS), Xenon 2 (MS). Also includes a preview of Superman plus many more...



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First ever Mega-CD reviews of Earnest Evans, Heavy Nova and Sol-Feace. Also reviewed are Buck Rogers (MD), Rings of Power (MD), Super Fantasy Zone (MD), Toki (MD), Wani Wani World (MD), Alien Storm (MS), Laser Ghost (MS), Line of Fire (MS), Shadow Dancer (MS), Aleste (GG), Heavyweight Champ (GG), Space Harrier (GG)...



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Simpsons special with exclusive reviews on all Sega formats. Plus a massive preview of every Sega game coming out during the rest of the year. Reviews include Chuck Rock (MD), Olympic Gold (MD), Thunder Pro Wrestling (MD), Prince of Persia (MS), Sagaia (MS), Speedball 2 (MS), Crystal Warriors (GG)...



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Fabulous Electronic Arts sports watch with this issue. Included in the many reviews are Art Alive (MD), Battlemaster (MD), Where in Time is Carmen Sandiego? (MD), Desert Strike (MD), Kid Chamelion (MD), SD Valis (MD), Two Crude Dudes (MD), Funky Horror Band (M-CD), Bonanza Bros (MS), Spider-[...]



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Essential SegaPro shades come with this issue. As do crucial reviews of Batman (MD), Cadash (MD), Ferrari Grand Prix Challenge (MD), Splatterhouse 2 (MD), Taz Mania (MD), Super Monaco GP 2 (MS), Wimbledon (MS), Klax (GG), Marble Madness (GG), Olympic Gold (GG), Paperboy (GG), Popils (GG), Prince of [...]

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pro reviews INDEX

THE REVIEWING SYSTEM

INTRODUCTION
Just a quick rundown of the story behind the game. Usually a quick resumé of what the inlay says – but not as boring.

PROVIEW
The real meat of the review. Here you can find out what we think of every single element of the game. We'll walk you through the game, talking about the graphics, sound, how it plays, and interesting things you may encounter. This is the most informative part of the whole review.

PROTIPS
Just a small slice of help that should make your first few minutes of play less frustrating and hopefully a lot more fun.

PROFILE
All the info you'll need. The address given is of the main supplier in the UK. If the game's on import only, it'll contain an importer's address. If the game's available both on import and official, you'll get the official supplier info in the ProFile and the importer's name and address next to a picture of the import game's inlay.

PROSCORE
We pick out the good and bad points for graphics, sound, gameplay and challenge. While a game may score highly on graphics and sound, it may severely lack in playability. If this is the case, the scores will reflect it. The overall ProScore is calculated from our final opinion of the game, taking into consideration every single factor – including price! This is not an average of any score.

PROYO!
A ProYo! is awarded to any game which receives a rating of 90% or over. Any game which does fall into this prestigious category should definitely be in your collection.

MASTER GEAR
Every Master System review features a section which details how the game played on the Game Gear through the Master Gear convertor. Are the graphics visible, etc.

PROTALKERS

No matter how hard we try even the SegaPros are fallible. That is why we want your help. If you'd like to give your opinion of the latest games, then send us your details. Every month we'll pick out a handful of ProTalkers and send them a special ProTalker review pack.

This means you'll get the chance to play one of the latest games, and give us your views. Then, in the next issue, you'll get your (almost) unexpurgated ProTalk review printed alongside our reviews in SEGAPRO. If you fancy becoming a ProTalker, send your name, address and telephone number to *ProTalk, SegaPro, Paragon Publishing, Durham House, 124 Old Christchurch Road, Bournemouth BH1 1NF.*

MEGA CD

MEGA DRIVE

MASTER SYSTEM

GAME GEAR

Sensible Software are Legends In Their Own Lifetimes on boring old computers, but can they handle the Mega Drive? The unique *Mega-lo-Mania* is almost complete, and there's a whole slew of other games in various stages of planning. The Pros took a look-see.

MEGA LO MANIA

SENSIBLE PEOPLE

Chris Yates – programming/design
Jon Hare – graphics/design
Chris Chapman – Amiga version/design
Jools – Mega Drive version
Stoo – graphics
Dave Corn aka Ubik – programming
Richard Joseph – music samples
Chrysalis – sound conversion

The romantic days of programming miracles in the backroom are long gone for Sensible Software; the now six-man team occupies spacious offices with a metre or two between huge desks laden with Mega Drives, Amigas and high-powered development PCs. Pay is high and the hours are... flexible – when we arrive only company founders Chris Yates and Jon Hare are in! Mega Drive programmer Jools soon appears though, driving an Escort XR3i and sporting a Corfu tan.

While Jools gets to work, Jon explains how *Mega-lo-Mania* started life as a shoot-'em-up with add-on firepower provided by robot-operated stations of varying technological development. Taking this idea around software houses convinced them the concept was too complex, and anyway the "sub-game" was more interesting on its own. Later on the robots were turned into humans to make them more involving; an idea in part inspired by *Populous*.

So would the Mega Drive conversion involve any more changes?

"The Amiga version was perfect," Chris curtly states. Almost eight man years went into getting the Amiga version right. A few of the graphics have been touched up; on the presentation screen the sea shimmers, stars twinkle, but the core of the game is untouched in a conversion which began last November. Jon thinks *Mega-lo-Mania*'s main appeal is as an "instant God game," one that's easy to get into, quite fast to play, with a well thought out learning curve. As with all Sensible games, a huge amount of design work was done, then continually whittled away as the essence of the game was distilled. Although the game isn't that complicated to play, there's a huge amount of thought behind it all.



As the Tech level advances, buildings change accordingly, from wooden forts to hi-tech citadels. However, the main screen is only generally useful for showing what's happening. Game control generally takes place in the icons on the left. Clicking on the light bulb, for example, displays the icons for all the various inventions you can try to research blueprints for.

PROFILE

MEGA-LO-MANIA ● VIRGIN ● £TBA ● OUT DEC	
CART SIZE	8Mbit
STAGES	28
GAME COMPLETE	95%
DEVELOPERS	Sensible Soccer
FEATURES	password save

Mining mind games

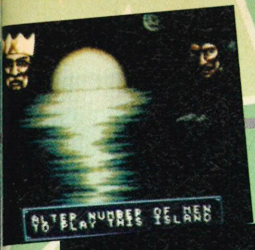
Mega-lo-Mania is split into nine Epoches, of advancing technological development, with each Epoch consisting of three islands to be conquered, in whichever order you wish. Islands range in size from two to 16 screens, with a maximum of three other gods marshalling armies against you. The first Epoch begins in 9500 BC, and developing rock weapons doesn't take long. A few plays later you'll be decimating the enemy with complete ease, but as you advance further, more and more elements are added. So how complex does it get? Take a deep breath and jump to 1945...

As before you pick which island to start with, examine the island map (top left) and then select where to put your base tower. The enemy follows suit and the race begins. You typically start off with around 30 men and the heart of the game is assigning them tasks; the more men, the shorter the time taken. At this level you should first build a mine and a research lab, but don't assign all your men, keep some free so they can reproduce!

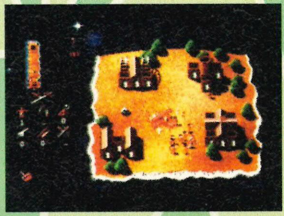
Okay, your mine is complete, now you need to start mining for elements. Assign men to dig for all available elements. As soon as some have been excavated, the lab can start research on what can be built with them. In early stages the type of elements isn't all that important, but later on you might need to go exploring to get what you need.

You can only research one invention at a time. There are three basic categories of inventions: shields (to harden buildings against attack),

For those those in the know, Sensible are known as Sensi.









defensive weapons (based in buildings to kill attackers) and offensive weapons. Each category has four types: for example, giant catapult, cannon, bi-plane and jet fighter.

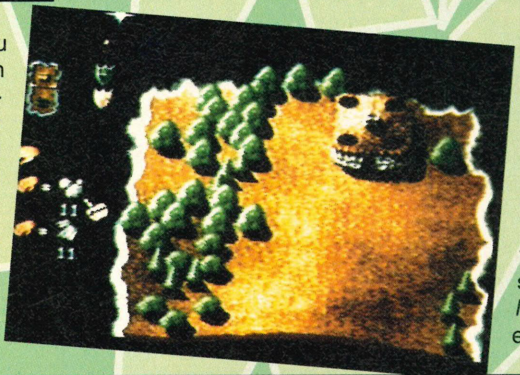
Once you've got your design, you can start a production line in the factory you should've started building a bit ago! Again men need to be assigned to work here. You should also take a close look at the blueprint – what minerals are being used? – then go to the mines and change the mining accordingly.

While readying your army, you might like to try and make an alliance with one of your opponents. They can refuse or accept, and sometimes you'll receive offers from them. All offers are made by sampled speech, some quite hilarious. There are 34 spoken comments to advise you of various things happening in the game and along with background music provide a good aural environment.

Once you've finally got an army, you can transport it from sector to sector. If the terrain's unoccupied they'll start to build another tower, if there's enemy around... let battle begin!

Big crunch

According to Jools the coder, the key to converting an Amiga game is locating what bits of code have to be in RAM and crunching these to fit the Mega Drive. One background graphic used up 14K originally, now it's less than 1K. RAM constraints mean the screen has to flash briefly when, for example, a factory is destroyed. However, by compensation, there's more speech.



Mega-lo-Mania is certainly a weird combination of strategy-minded weapons development (from design to production), arcade reflexes (when deploying troops and defences) and toyshop glitz (the race to see your first flying saucer airborne is a substantial addictive factor). It's also good how new weapons have different capabilities, changing how the game plays. SDI lasers, flying saucers and particularly nukes provide a much different game from giant catapults and boiling oil!

For anyone glutted with all those running, jumping and shooting platform games, *Mega-lo-Mania* should provide a very enjoyable contrast!

WHO THE HELL ARE... SENSIBLE SOFTWARE?



The Chris Yates/Jon Hare partnership began with Touchstone, not a game but a Pink Floyd-type rock group formed at school! While awaiting that elusive Top of the Pops appearance, Chris and Jon contributed to various, long-forgotten computer games, finally forming Sensible Software in 1986. Then came *Parallax*, *Wizball*, *Shoot-'Em-Up Construction Kit*, *MicroProse Soccer* and, in 1990, *International 3-D Tennis*. All these were on the Commodore 64, and by 1990 it was time to move on.

Tennis was the first 16-bit conversion written by Sensible themselves. Soon after came *Mega-lo-Mania*, their first game written specifically for the 16-bit computers. Liberally sprinkled with enough of Jon's



graphical fairy dust to take a very pretty screenshot, it made a reasonable hit, especially for a strategy game. But to firmly establish their "legendary" status on 16-bit, Sensible's next game was a sequel to an earlier game...

Sensible Soccer is an overhead-view game similar to Anco's *Kick Off*, but with smaller sprites (allowing more of the pitch to be seen onscreen), which makes for a more thoughtful, tactical approach, more like a real footie game than an arcade-speed mess around. Of course there are comprehensive league options, kit design, weather conditions, etc...

Probably The Best Footie Game Yet, it currently dominates Amiga charts. "We knew we'd cracked it when we started playing it more than *Kick Off 2* – which we'd played for a year or more while doing *Mega-lo-Mania*," says Jon. Thankfully work is already underway to alter the control system to suit a Mega Drive joypad rather than joystick.

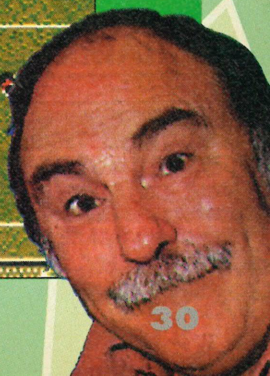
Another sequel, *Wizkid*, is in the works for Ocean, with Sensible hoping for a Sega conversion, but knowing it might take time with Ocean's unfortunate Nintendo bias. After that there's *Mega-lo-Mania 2* – "a whole different approach" is all Jon will say – and the intriguing *Cannon Fodder*. This is a 3/4 overhead view game which at first glance looks like *Commando*. It's much different however, with the player in control of whole squads of men engaged in real-time tactical battles. It's apparently quite easy to have allied units accidentally shooting each other – which certainly sounds realistic!



SOCCER SHOCKER

The smallest footie graphics yet? Gameplay's the thing and *Sensible Soccer* on the Amiga is probably the best football game yet. A Mega Drive conversion is already underway. After seeing off *Kick Off* on the home computer formats, Sensible are hoping it'll do the same to the forthcoming Mega Drive version.





Megalomania: a mental illness characterized by delusions of grandeur... a craving for power!



MEGA-CD

A conversion of an obscure, six-year-old arcade game may not seem all that exciting, but this one is *Cobra Command* – an innovative *laserdisc* coin-op from arcade giants, Data East. The conversion by Wolfteam is their first proper development on the Mega-CD, following in the footsteps of games like *Sol-Feace* and *Heavy Nova*. With *Thunder Storm FX*, the programmers had all the machine's specs at hand, and were able to push it much further than their first launches, which were basically cart games with music and long story screens.

An impressive intro sequence opens with a shot of the Thunder Storm chopper hovering above the clouds then cuts to a chaotic control room, a man running to a copter, and lots of aerial gunplay. The scene is set for red-hot arcade action...



More thanks than are humanly possible must go to ultra-loyal SegaPro reader **Ross Milan** from Woburn Sands in Milton Keynes. This most-excellent person sent us his very own Japanese copy of *Thunder Storm FX* for review. He also enclosed some very nifty Sonic writing paper – which should go nicely next to our Mario toilet paper!

Okay Captain, let's knock 'em outta New York!"

The Big Apple's skyline tilts and rushes up towards you. Helicopters clatter overhead, then turn to attack. A yellow lock-on square snaps around the first chopper. You bring your control cursor inside the square and wait for it to turn orange: target in range! Punch a button and a hypersonic missile streaks away. A boiling fireball briefly fills your screen.

"Head up!" screeches the worried co-pilot. You push the control cursor to the top of the screen and the engines scream as you pull into a

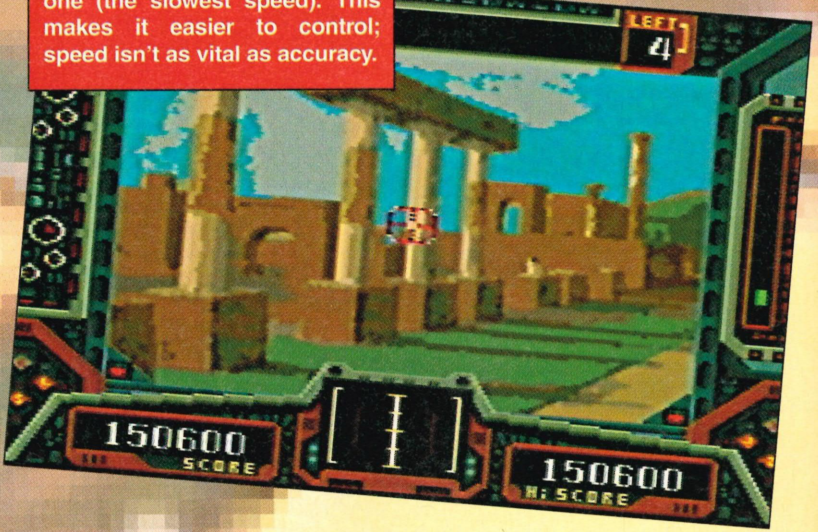
PROTIP Beginners should play with the cursor control set to one (the slowest speed). This makes it easier to control; speed isn't as vital as accuracy.



Going head-to-head with an Apache over Rome. A red lock-on cursor and a missile on the way mean the Apache gunship's about to go down.

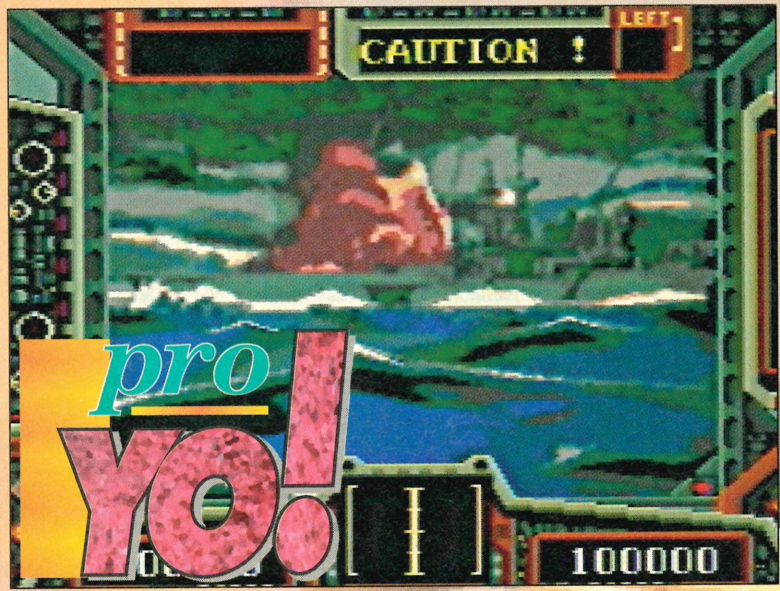


One of the most exciting moments in the game is when this monster submarine surfaces right in front of you. Your copter comes within feet of the conning tower!

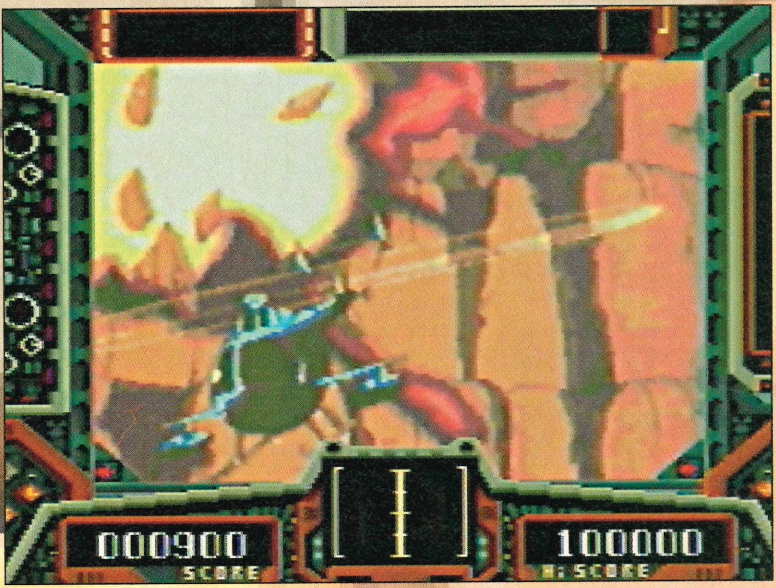


THUND
STO

Apart from the Bell Cobra, US helicopters usually have Indian names...



Thunder Storm copter versus an entire ocean-going fleet! Here you take-on a battleship, picking off each gun turret before sending the whole thing right down to the bottom of the Atlantic. One of the most impressive graphic effects is the way the waves move as you skim low over the storm-tossed ocean.



Hughes 500s fitted out with rocket pods provides tough opposition throughout the game. This is the canyon level and there's plenty of tight turns to make, plus tanks, gunships and prop aircraft to take-out. Seeing a whole cliff face blow up before your eyes is truly spectacular!

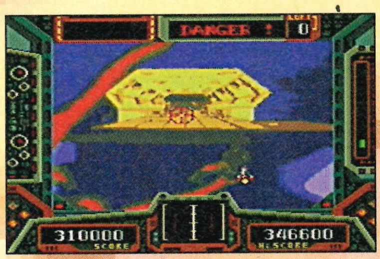
steep climb. The Statue of Liberty is just metres away and detail on the torch is stunning. Somehow you survive and bank downward to take out another couple of helicopters before the flight plan takes you into New York City.

The World Trade Centre's twin towers sweep by. "Take a right, head downtown!" The side of a skyscraper zooms towards you until impact seems inevitable. Somehow you avoid it and twist through the city canyons to briefly follow a long road.

Helicopters come hovering out of sidestreets, a car stupidly tries to outrun you – easy meat! – but then a jet fighter appears in the distance. A split-second to get the cursor on target and fire. As another fireball burns bright, a searchlight slips across the tarmac announcing the presence of another helicopter. It turns onto the street and comes at you. Blow it to pieces and fly under a bridge. More twisting and turning in the mean streets of New York, more enemy choppers, then "Pull up!", rising, rising, a skyscraper falls below and you're climbing into a starry night sky.

One stage down, nine to go...

It sounds like the scenario hype for just another dull shoot-'em-up with your dinky helicopter flying over yet another scrolling cityscape, or maybe a 3-D sim with some blocky graphics you hardly ever see up

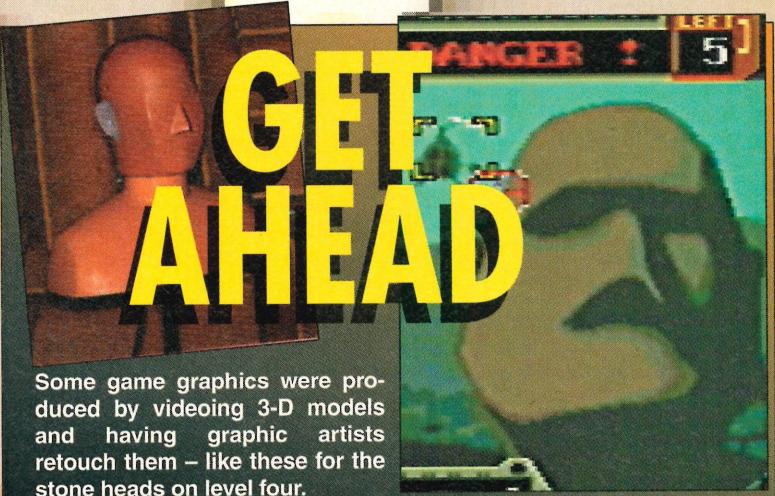


"Use the Force, Luke!" About to enter the terrorist base at the end of level ten. Lightning fast reactions are essential if you're to survive long here.



One down, one to go... Explosive action blasting gunships, missile batteries and tanks in the underground caverns of level nine.

GET AHEAD



Some game graphics were produced by videoing 3-D models and having graphic artists retouch them – like these for the stone heads on level four.

ER ORM FX



THUNDER STORM FX





On the tail of a Russian Hind gunship. Heavily armoured and capable of carrying a dozen combat troops these were absolutely lethal in Afghanistan. This one's a goner though, red lock-on and a missile on the way. After it goes down you can take on the enemy fortress which awaits in the distance.

close. *Thunder Storm FX* is different, though; it really does take you down into the city with superbly detailed skyscrapers coming within a millimetre of your nose. *Thunder Storm FX* is just like being inside a movie. The movie might be a bit tad blurred and colour-limited, but it's a movie all the same and an incredibly spectacular one at that. The detail, speed and variety of *Thunder Storm FX* has simply never been seen before on the Mega Drive!

And *Thunder Storm* isn't just NYC, there are ten literally stunning levels which have you skimming inches over a surfacing submarine's conning tower, flying down a stream with a jungle on either side, zooming down a corridor in a secret fortress, flying through underground caverns, duelling with battleships and aircraft carriers over a wind-whipped ocean... and more. It's one helluva movie.

PROTIP Ignore the co-pilot who screams out directions! Well, at least be cautious. He often gets excited and gives you the wrong direction in tight corners. Watch the direction arrow at the bottom of the screen to keep in one piece.

So how's it done? Well, the technology's much the same as



in the arcade machine *Fire Fox*. The route you take through the game is entirely fixed, there's always two helicopters right at the start, you have no choice about making that left turn – but if you don't press LEFT on the joypad fast enough, the Mega-CD shows a very impressive external view of your chopper impacting the side of a skyscraper, or cliff side, or blowing apart – the death sequences are all entirely appropriate to what position you're in the game. If you do make the turn, the movie carries on as normal, and similarly for shooting down enemies.

The background is in effect a fixed movie unspooling before your eyes. Overlaid on top is the control cursor which you can move – and must to make those tight turns and take out enemy vehicles before they get you. The lack of freedom of movement in choosing your direction is compensated for by some of the most incredible graphics yet seen, moving so fast you have no time to worry over anything but hitting the next target. Simply putting your cursor on target and pressing fire may sound ridiculously easy, but isn't. Memorising where enemies appear and fast reactions are obviously crucial, but the game's more than that. The targets often take a few seconds to come into range, you can't simply aim and fire in a mad panic – some element of calm is needed. The feel is surprisingly good and addictivity instant.

Weaponry is limited to guided missiles and Vulcan cannon. Missiles travel quickly but after firing one there's a crucial pause to reload. The number of times I fired too early and was left helpless to watch as an enemy hits back... The cannon is a bit more user-friendly, it fires for say two seconds before a reloading pause: this means you don't have to be quite so precise and can fire a little too early. It's a good idea to get used to moving between cannon and missiles, if your first shot misses use the other weapon in the reload pause. Sounds unbeatable, but it isn't; there's so much happening you can panic all too easily. Also, accurate aiming is tough, and gets tougher with the lock-on square getting smaller later on.

The game offers two difficulty levels (normal and hard), two continues and a choice of lives (1-5). There are restart points within stages so if you die halfway through you don't go back to the start – unless you've lost all your lives and have to continue-play. On Normal setting with a medium-speed setting for the sights, the Buttster managed to get through to level ten after about a weekend's play. If you've got a good memory and fast reactions, it's not going to take you that long to finish.

Gameplay is surprising enjoyable but obviously fairly limited: there's only one way to do things. Nevertheless, *Thunder Storm* is an undoubted must-have for all Mega-CD owners. There's never been an experience like this on any console.

● **Stuart "Gunship Hero" Wynne**

PROFILE

THUNDER STORM FX ● WOLFTEAM ● £49 ● IMPORT

CD ACCESS	fast
PLAYERS	1
STAGES	10
SKILL LEVELS	2
FEATURES	continues

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GRAPHICS 94
▲ Great detail and speed.
▲ Brilliant graphic variety and accuracy.

SOUND 82
▲ Superb FX and real speech throughout.
▲ Reasonable intro music sets mood.

GAMEPLAY 92
▲ Frantic, mind-blowing action pushes reflexes.
▼ No freedom of direction.

CHALLENGE 82
▲ 25 mins of cinematic flight-time in game.
▼ Ultimately repetitive if played constantly.

A truly cinematic, stomach-churning rollercoaster ride

PROSCORE 92

The *Cobra Command* coin-op was called *Thunder Storm* in Japan.

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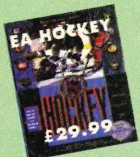
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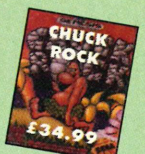
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MEGA DRIVE

The Bitmap Brothers have made their name on the Amiga with trouser-wrenching titles such as *Xenon 2, Speedball 2, Magic Pockets* and *Gods*. One classic shoot-'em-up, one legendary sports game and two brilliant platform games. Already *Xenon 2* and *Speedball 2* have made a huge splash on the Mega Drive, so can *Gods* do the same? Renegade have completely reprogrammed the game to take full advantage of the Mega Drive so the prospects are looking rather good. The scenario, however, remains the same...

Evil forces have captured a treasure-filled city which, as it's located on Earth, cannot be entered by the Gods. Instead they offer the reward of immortality to the human warrior brave enough to defeat the four evil guardians. The heroic Hercules ventures into the city, completely unarmed... (What a mug!)

The game opens up with a short but graphically impressive intro sequence showing your trusty character donning his armour and then trying to take a hefty slice out of your TV screen!

The title page then gives you the option to enter a password (which are given at the end of each world) and listen to the various effects and tunes – a great opportunity to sit back and enjoy the wonderfully ancient but slightly "rocky" music. You can also turn off the hints which appear in-game whenever you step on a question block. As there's no difficulty setting, real Pros might like to turn this off right from the start, however the hints are still pretty vague and leave you with plenty to work out.

The game starts with the Hercules weaponless, but a quick wander around reveals numerous bonus items, including a sword icon. This endows you with the ability to throw a single sword in front of you, slicing up anyone or anything that happens to be in the firing line! Later on in the game, the weapons become steadily more and more powerful, until they get to the stage when even Colonel Gadaffi would want one! You can hold up to five items at any one time. These are displayed at the bottom of the screen along with your score, lives left and health – a jar of fizzy stuff that decreases as you're hit. You effectively have three lives to complete the three levels per world, with each world having different backdrops, creatures, weapons and very impressive guardians at the end.



Ye Olde Weapon Shoppe! Here you can buy a multitude of death-dealing weapons, magic potions to power-up your weapons, food to increase your energy and the all-important extra lives. Spend your gold wisely and you can walk away feeling great and packing a mean punch!



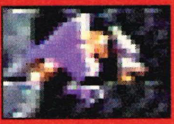


GODS



pro YO!

PROTIP When you can afford it, buy yourself a metal falcon called a Familliar. This will search out and destroy some of the more troublesome baddies without you lifting a finger!



Getting to the guardians requires a deft combination of puzzle-solving and baddie-bashing. Hidden switches and buttons line the corridors just waiting to be pressed. Some will aid you in your quest while others will either do absolutely nothing at all, or spell instant doom for you in a variety of very interesting ways! Although to be fair, usually you are given a chance to counteract all but the stupidest of your mistakes. Some switches, when hit in the right order, give secret bonuses such as lives, energy, weapon and dosh. To complete a level, you must find a key that unlocks the rather solid-looking door found somewhere on each level. Acquiring the key is rarely easy!

Game graphics are in the typical Bitmap Brothers style: very polished and shaded to perfection. The Mega Drive version boasts increased levels of parallax scrolling, more colours onscreen and speed-up animation when compared to the Amiga original. The main character sprite is animated to the highest standard, backgrounds are gorgeous, while the assorted monsters that lurk around the levels looking menacing and

PROFILE

GODS ● MINDSCAPE ● £TBA ● IMPORT

CART SIZE	8Mbit
PLAYERS	1
STAGES	12
SKILL LEVELS	1
FEATURES	password

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GRAPHICS	▲ Sprites up to usual Bitmap style and quality. ▲ Backgrounds are great, too!	94
SOUND	▲ Downright groovy tune, man! ▲ FX add the finishing touches to the game.	90
GAMEPLAY	▲ Easy to control and fun to handle. ▲ Packed and varied levels.	92
CHALLENGE	▲ Initial levels ease you into the difficulty. ▼ But a difficulty setting would've been great.	89

No matter where you get it from, get *Gods* in your Mega Drive soon.

PROSCORE 92





deadly. And when I say lurk, I mean LURK! These guys are Olympic-grade lurkers who would win the gold medal without even trying! Equally impressive are the quality samples and tunes. I especially liked the sample when you meet a nasty fire-related death! Very gruesome!

All in all this is one of the most desirable games to hit the Mega Drive but there's one problem: even though it's been designed and programmed in the UK, good old Sega UK don't want to release it over here. Funnily enough, the Japs and Yanks think the game's great and have no qualms in releasing it. A very strange and stupid decision by Sega UK, especially considering the game was top of our computer charts for aeons. We know we like the game, they know we like the game, so what's the problem? Sort it out, Sega!

● Dino "Metatron" Boni



Some routes around the levels are blocked by walls. A quick blast of your weapon should see the way clear for you to continue on your quest for truth, honour and the ancient way!

DS



Everyone needs a companion, and Hercules is no exception. Purchase this metal Falcon, and he'll try to protect you through thick and thin, but be warned, he's expensive.



This minotaur is the first level-guardian that you will encounter. Major league firepower is called for to dispatch this rather large obstruction.









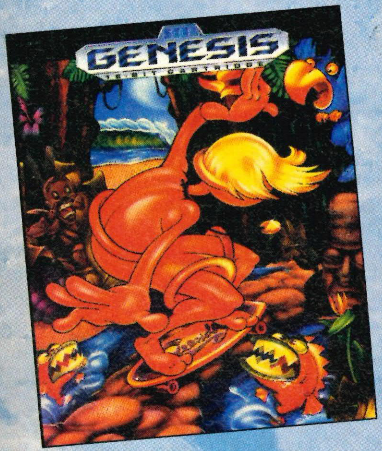


Is there no justice? There was Greendog, catching some serious surf on his board when this bogus wave wiped him out and left him sitting high and dry on the shore! Worse still, he had somehow come into possession of a most non-bodacious medallion which just wouldn't come off his neck!

Worst of all there's a curse on the medallion, and the only way Greendog can lift it is by travelling around the Caribbean islands collecting the pieces that form the Surfboard of the Ancients. Unfortunately, the medallion makes Greendog unable to surf, but there are plenty of other ways to travel. Sounds like the beginning of a most excellent adventure...







The way of the world is not always the way of Sega, and that's why we got our copy of *Greendog* from those wacky wonders of overseas importing at Console Concepts, The Village, Newcastle-under-Lyme, Staffordshire ST5 1QB. Tel: (0782) 712759. For a mere £35 *Greendog* can be hanging ten on your floormat.









Watch Greendog pounded by a massive wave in the intro scenes. A minor problem, though, as he's about to find the cursed pendant.







Luscious presentation screens and a reggae beat open the game with our hero, the eponymous Greendog, pulling himself from the sand and meeting a girl named Bambi who explains his predicament. Next up is the title screen which couldn't be much better, and wouldn't look out of place on a postcard.

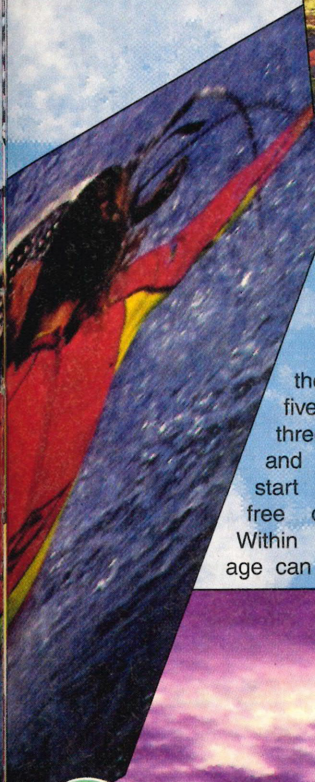
Options, however, are minimal. All you can alter are which buttons control jumping, throwing and your "panic" button, which activates your power-ups, or alternatively it's down to the music and sound tests.

Okay, into the game. A 12-level, horizontally scrolling tour of Caribbean islands with the primary objective being piecing together the Surfboard of the Ancients so as get that unfashionable medallion off. Each island is split into mini stages and you begin your quest in Grenada, before moving on to Mustique, Curacao, Jamaica, Saba and, finally, St Vincent. The medallion has sapped Greendog's surfing skills so, between levels, you have to travel to each island on a pedal-copter grabbing bonus items on the way. When you arrive you're not simply restricted to walking, you'll occasionally come across roller-skates or a skateboard

Dogs probably evolved from wolves...

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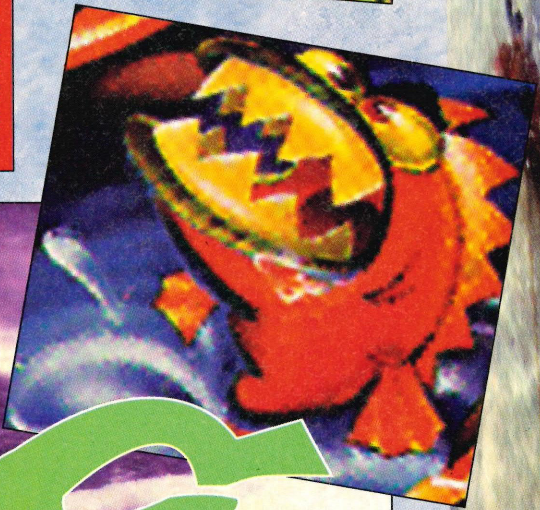




hovering at head height and just waiting to be jumped on.

You begin the game with five lives and three continues, and furthermore start each level free of damage. Within levels damage can be reduced

PROTIP In the underwater crypt in Curacao, instead of dropping down to the guardian, go far left and far right and walk through the walls to find secret bonus rooms!





...endog

...ED SURFER DUDE!

PROTIP For 10,000 extra points, grab a pearl from one of the giant oysters on Curacao. Just activate your invincibility power up and step into the oyster and grab one!



by grabbing cans of cola hidden in each stage. These, and items of junk food like hamburgers and fries, increase your score and can be hidden inside almost anything, from parrots and totem poles in the early levels, to puffer fish and rubbish bins later on.

Pieces of the ancient surfboard are located in crypts and underground caverns, but before you can get to them, you've got to dodge



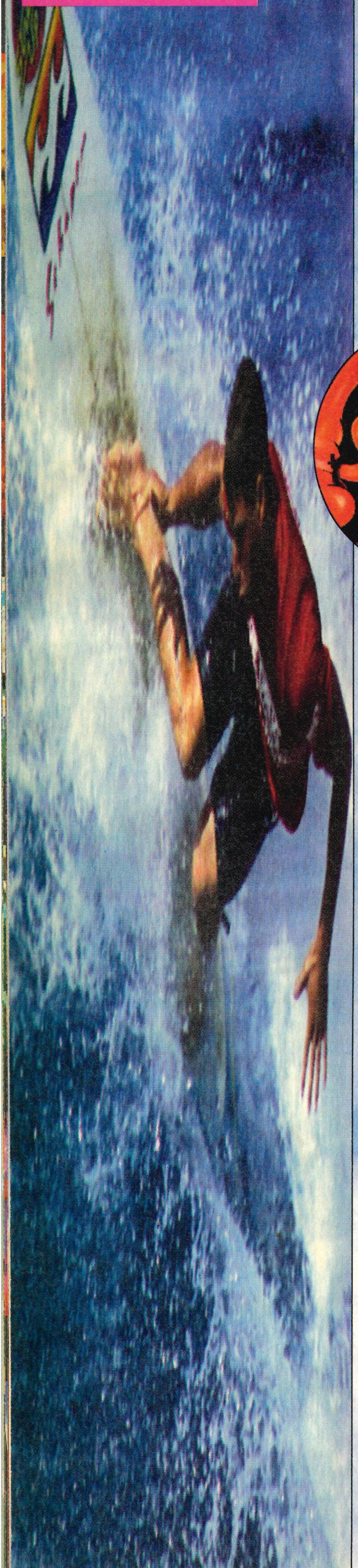
Greendog's fallen in the piranha-infested waters. Looks very painful and certainly takes up valuable energy. Best keep him out by taking your time and jumping across the waters carefully.

PROTIP To defeat the Totem pole guardians, use your Super Disc power-up to speed things up!

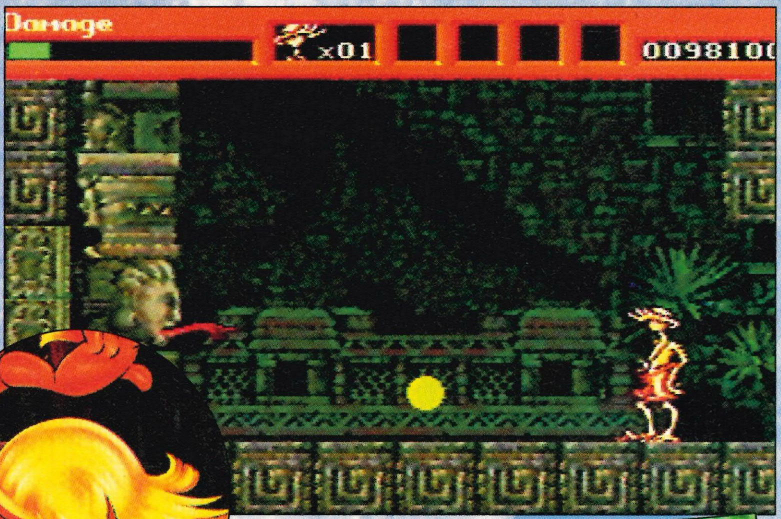
...and were the first animals to be domesticated.

Greendog

THE BEACHED SURFER DUDE!













some mean wildlife! Dive-bombing parrots, exploding starfish and even giant oysters all want a piece of you – you even have to dodge bag ladies' fleas in Jamaica!

With so many enemies, you'd expect to have some serious weaponry - you haven't! What you do have is a flying disc, a sort of frisbee-cum-boomerang that you can hit things with. However, with every 10,000 points you score it increases in power. There are also power-ups throughout the levels. An S icon will give you a Super Disc, which acts like a hunter missile and seeks enemies out. A clock icon stops everything onscreen except Greendog, while an umbrella hat makes you invincible. Hitting your "panic" button activates the power-ups, and you can use two simultaneously. Unfortunately, they only last for a short period, and you can carry just four at a time.

Later on Greendog's pup, Fetch, occasionally appears. If you pick up a bone along with your junk food before Fetch can get to it, then he'll scamper along, biting any enemies he can reach. Miss the bone and he'll eat all your junk food!

The past few months have seen Sega release some stunning looking games, and *Greendog* has to be among the pick of the bunch. The parallax scrolling backgrounds give an incredible feeling of depth and space to the game, even though a lot of the levels are pretty bare. The sprites are a good size and extremely well animated – hit a parrot or a camera-toting tourist and watch them react! And although Greendog can only jump during the normal run of play, the moves he makes are varied each time. Even the tunes all fit in and enhance the feel of *Greendog*, although the spot effects are a little wimpy. But these only highlight the game's real problems.

While a hard game could justify not having a difficulty level select, Greendog can't. It's not long and isn't tough to crack – five lives, continues and a clear damage meter on every new sub-stage and level make it very hard to die! Things do get tougher as you progress, but a difficulty setting would have made a world of difference.

Greendog is still one of the best rendered games we've had in a while, and it does play well. It's just a shame that like a lot of Sega product, it's too easy.

● David "dog-tired" Graham

PROFILE

GREENDOG ● SEGA US ● £39.99 ● OUT NOW

CART SIZE	8Mbit
PLAYERS	1
STAGES	12
SKILL LEVELS	1
FEATURES	n/a

SUPPLIER
Sega UK
16 Portland Road
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W11 4LA
✆(071) 7278070

GRAPHICS ▲ Fantastic parallax backgrounds. ▲ Some well-hard sprites.	**90**
SOUND ▲ Kickin' reggae soundtrack. ▼ FX could have been better.	**82**
GAMEPLAY ▲ Easy control system. ▼ Repetitive levels.	**75**
CHALLENGE ▲ Plenty of creatures to waste! ▼ Way too easy with no difficulty select.	**73**

C'mon Sega, sort it out! It looks great but is way too easy – again!

PROSCORE 82

Airwolf's Jan-Michael Vincent starred in one of the best surfing movies, Big Wednesday.

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PROFILE

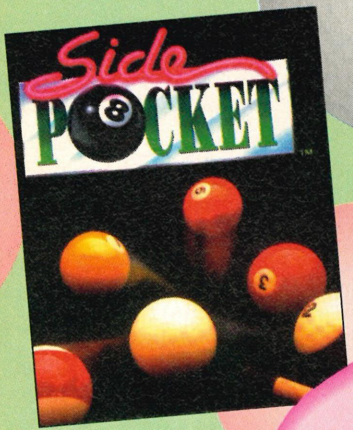
CART SIZE	4Mbit
PLAYERS	2
STAGES	5 cities
SKILL LEVELS	1
FEATURES	n/a

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AMS Games
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MEGA DRIVE

For some reason, pool has never made a splash on television. Snooker has always been more popular as a spectator sport. Perhaps that's because it's so exciting to watch and the players all have such sparkling personalities... But seriously, folks, overseas most people don't know snooker from a hole in the ground; pool is the only game to play.

Let's face it, would *The Hustler* and *The Color of Money* have worked as well if Paul Newman had played snooker instead of pool? Probably not. Now thanks to Data East, prospective Fast Eddies no longer have to trek down to the pub for a game. So get ready to rack 'n' roll...



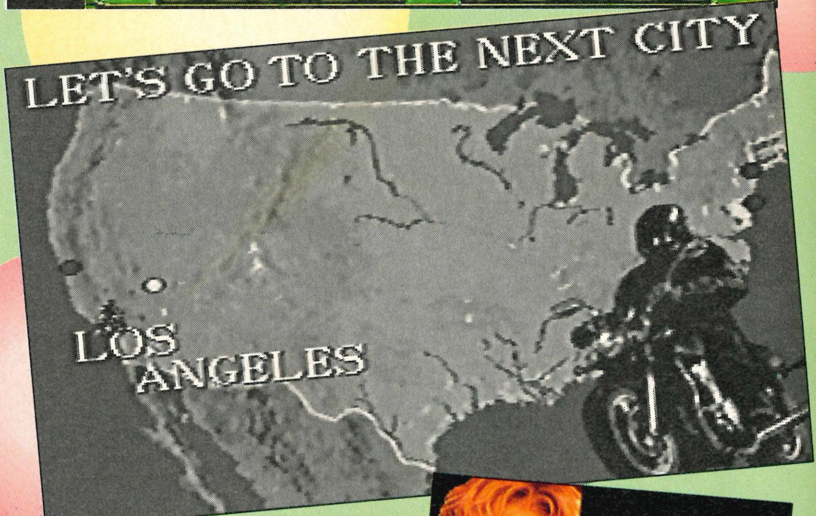
Pool may be one of the most exciting indoor sports around, but Data East aren't taking any chances attracting novices; a sleek Porsche appears on the title screen, a powerful motorbike dashes to the map screen and a friendly young lady graces the options screen. The girl may look good but she hasn't got that much on offer, no in-game options, just a music test and the various game types; a one-player pocket game, two-player pocket, a nine-ball game or the trick shot game.

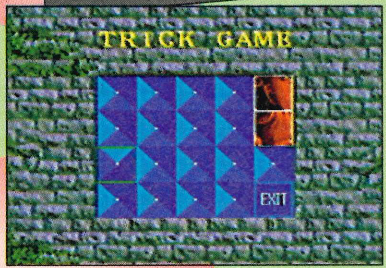
PROTIP Always go for the star pockets with any ball when they appear. They can mean the difference between losing and going through to the next round when they give you 2,000 extra points!



Take your choice and get into the game screen which features an overhead view of a pool table, along with the number of shots you have remaining, power meter, your target ball and an enlarged cue ball which allows you to set spin on the cue ball.

Solo players compete in a five-stage tournament across America. Progressing to the next round depends on your score and the outcome of a trick shot and, later on, a challenge shot. Points are scored by potting the balls in order and through breaks. You start with 16 shots, picking up more by sinking end-of-round trick shots. Occasionally, a star will appear around a pot. Sinking a ball into one of these earns you bonus points, shots or another trick shot.



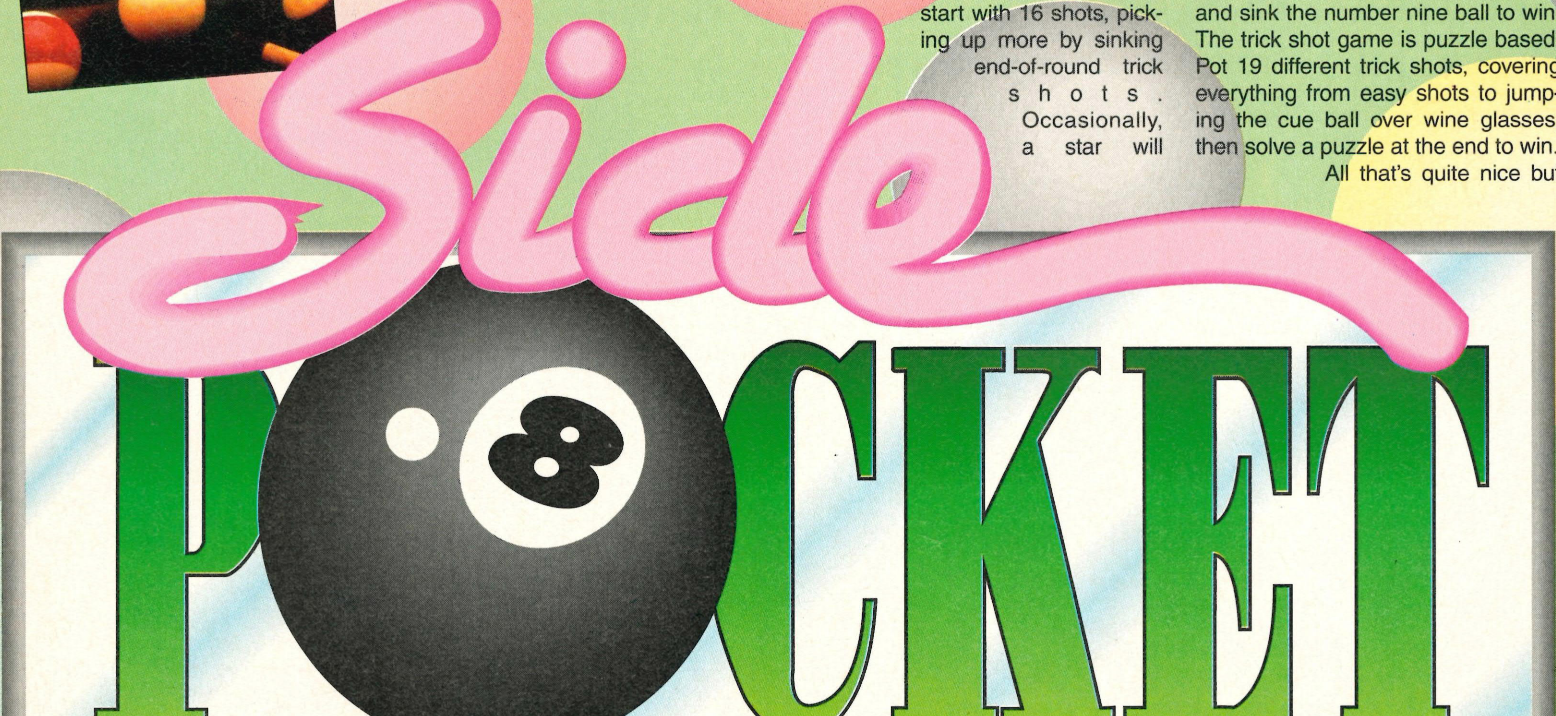


The trick shot puzzle game uses the famous sliding tile format. Complete the shots to reveal the boxes and then finish the puzzle!



Two-player pocket games run over five sets and score the same as one-player games, but have unlimited shots. In nine-ball, clear the table and sink the number nine ball to win. The trick shot game is puzzle based. Pot 19 different trick shots, covering everything from easy shots to jumping the cue ball over wine glasses, then solve a puzzle at the end to win.

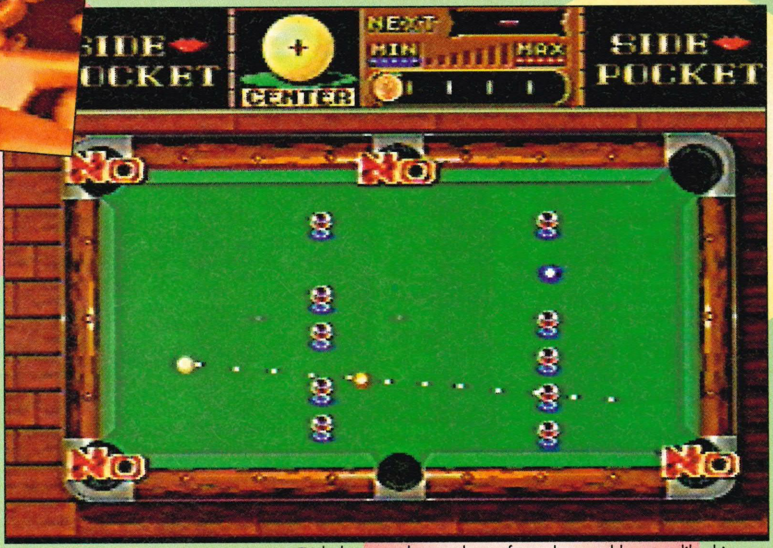
All that's quite nice but



A pool table is half the size of a standard billiards table.



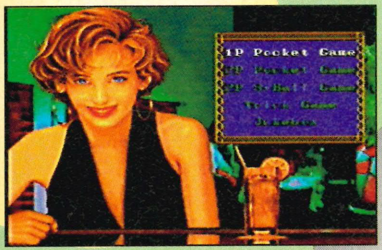




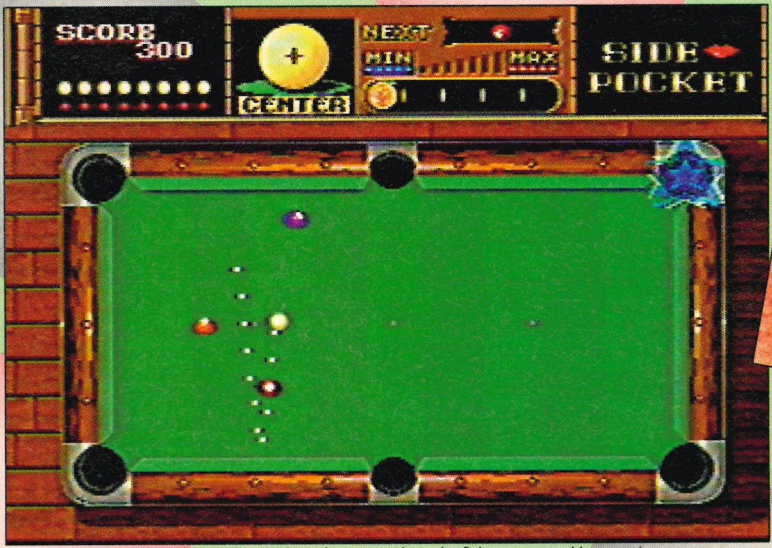
Trick shots may have to be performed on a table set up like this one. Wine glasses obscure all the obvious angles, so a well planned shot is needed. Miss this one, and a red pool table could be yours!



Pocketing the ball in the highlighted pocket gives a nice bonus to the lucky player.



Schwing!! What a babe! This lovely lady graces the options page for all to see.



Everyone knows that the best shots in pool are the flukey ones, and here we have an attempt to put the red ball in the top-right corner pocket. It doesn't look very likely, does it?



obviously the real test of a pool or snooker sim depends on the amount of control you have on the cue ball, and *Side Pocket* gives you plenty. Holding down button B and the direction pad allows you to set spin on the cue ball via the graphic at the top of the screen, while you aim using a line of dots extending from the cue ball on the table. Shot power is set by hitting button A as the power meter moves horizontally above the table.

This works reasonably well and the pool balls are well animated, nicely slowing down as pseudo-friction acts upon them, but the table is mathematically perfect – when was the last time you played pool on a perfectly flat table? This makes for a rather clinical feel and I found it too tough to be that much fun.

The various special shots you need to make is a nice touch, as are static pics of girls between levels, but solo it gets rather repetitive and dull. Enjoyment is further limited by the awful music – real muzak that makes the clacking of the pool balls and occasional sampled speech a pleasure to listen to!

However, if you've got plenty of friends to challenge, *Side Pocket* can be really competitive and a good laugh, as well as being cheaper in the long run than shoving money into the slots in pub pool tables. As a one-player game, though, it loses its appeal very quickly, so be warned!

● **David "cue work" Graham**



Bonus points can be earned by potting the balls one after another, or by potting them in numerical order. At any time during the game, the table view may be changed from "coloured" to "numbered".

GRAPHICS ▲ Good animation and statics. ▼ Pool tables look fairly dull.	**61**
SOUND ▼ Hideous muzak! ▼ No toggle to turn it off!	**30**
GAMEPLAY ▲ Plenty of control. ▼ No in-game options.	**65**
CHALLENGE ▼ Single-player gameplay is tough. ▲ Two-player games are great.	**64**

Great in two-player, but dull on your own!

PROSCORE 64

The most popular version of pool in the UK is eight-ball.



Robin Hood, eat your heart out! This green-clad chap is rather nifty with his bow and arrow and can attack monsters at great distcnce. He also can hit flying objects with great accuracy.



Okay, so what do I do now? Beats me, but that old guy in the box is trying to tell you all sorts of stuff that is probably very useful to the party. Now, where did I put that dictionary?!



Shining in the Darkness must be one of the most widely played RPGs on the Mega Drive. Released in the middle of last year, it has gathered a huge following, mainly due to its ground-breaking graphics and in-depth gameplay. Even the original Japanese game sold hundreds in the UK, and

Now the sequel has arrived – as a Japanese import. _Shining Force_ is Sega's second 12Mbit cartridge seems extremely meaty! New combat graphics and full character interaction make this the best of the best...

SHINING FORCE

The game starts with a very lengthy story which is read by a strange fairy type girl with pointy ears! One snag that comes immediately to mind is that the ENTIRE game (that means onscreen text, instructions, box, warranty card...) is in Japanese! Without a working knowledge of the language this makes completing the game virtually impossible, but it's still great fun to play.

After the story, the options appear onscreen pictured as speech bubbles around the fairy's head. These (after a bit of trial and error) turn out to be restore previous game (up to three may be kept on the cartridge at any one time), start a new game, erase a saved game and watch intro.

Start a new game and the obligatory name entry screen makes its entrance where you must give your sword wielding alter-ego a "handle". There are no English characters available so pick Japanese squiggles that are easy to recognise, and use them for names. This will at least let you see when other characters are talking about you.

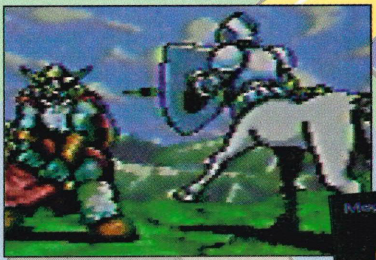
PROTIP



Watch out for Yoghurt, a helmeted squirrel who can give advice or throw your stuff over a cliff!

The game now starts in a small-walled town. On your tod to begin









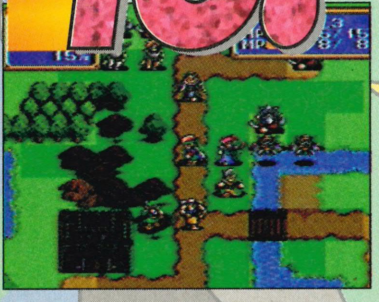


...se is spoken by 118 million people in J...

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pro REVIEW

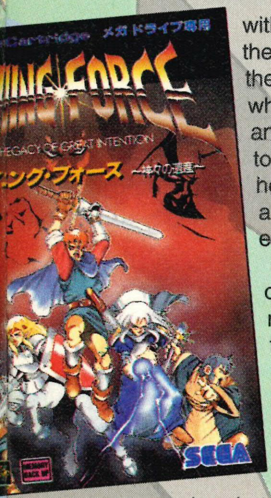






Okay, who's hidden the alphabet?! Naming your character is an adventure in itself. Just look at all those Jap symbols.





with, a quick visit to the king is first on the menu to see whether he has any chores for you to do – of course he has, it would be a short game otherwise! Doh!

Once your orders are received and totally mis-understood, a few other brave/stupid adventurers decide to lend you a hand, together with the rest of their respective bodies, and aid you in your quest for… whatever it is you're after!

Your party now consists of a few centaurs and a few humans of mixed sex and class, so gathering up your kit, it's time to head for the hills in search of action and adventure. Your first mission is to gain entry into a fort to the east of your town, and to help things along, the king lays on a horse-drawn carriage to take you there.

Upon arrival, a small troupe of monsters appear, all set for action, and there's no retreating as an earthquake promptly destroys your escape route.

As it turns out, the combat scenes of *Shining Force* are what make the game special. Each character must be controlled individually with the joypad so battle tactics become a must rather than an option. Some characters can move further than others, so to help you gauge your moves, the area of possible movement is highlighted. After the character has been moved, he or she (or it!) can choose from a number of options: fight, defend, cast spell and throw object. The menu system is exactly the same as in *Shining in the Darkness*, so at least this part of the game can be played to its full potential.

When a fight breaks out, the scene changes to a stunning 3-D perspective of the terrain and characters. Also on the screen are two boxes which display the combatant's respective hit points and magic points. Some characters have the ability to cast spells, be they offensive or defensive. The complexity and effectiveness of the spell is governed by the level of the caster, as is the number of spells available. One of the characters also has a spell to summon a fairy which cures any character of his or her damage. This can be very useful in the middle of a big battle.

Health is controlled by the hit points. These increase as you go up levels, as do your magic points. Use all your magic points and you can't cast spells, but lose all your hit points and your character loses rather more benefits, with breathing being the first to go!

The graphics are superb all the way through with lovely animation in the battle scenes and spectacular backgrounds. Some of the later cave scenes are truly awesome! The monsters are large and well-shaded which helps to produce a tense atmosphere in the whole game. Ogres and knights make an appearance together with every conceivable creature in between.

As you might expect, the sound is also of a very high standard, with soothing music playing when all is quiet, and changing to deep and foreboding when the action hots up. Spot effects are in abundance in this game, with swords clashing, feet stomping, birds flying and chittering noises for the character's speech adding life to the game.

This is a very worthy successor to *Shining in the Darkness*, however for the average player it's definitely best to wait for the American version as the text is very important. Nevertheless, there's no doubting the game's quality and no-one should be without it when the English language game arrives soon.

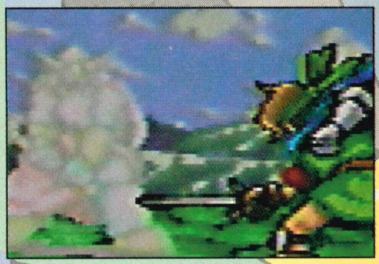
● Dino "Yoghurt" Boni

PROFILE

SHINING FORCE ● SEGA ● £55 ● IMPORT

CART SIZE	12Mbit
PLAYERS	1
STAGES	n/a
SKILL LEVEL	1
FEATURES	battery back-up

SUPPLIER
Skytek Software
10 Elizabeth Place
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Jersey
(0534) 56212



Ever wondered what it feels like to be sliced in half down the middle? This thing is about to find out the hard way!

GRAPHICS ▲ Fantastic backgrounds and animated sprites. ▲ Gnarly character portraits and intro screens.	**88**
SOUND ▲ Music in this game is a feast for the ears. ▼ Shame about out the sound effects.	**73**
GAMEPLAY ▲ Combat scenes are a joy to play. ▲ In-depth adventuring.	**90**
CHALLENGE ▲ Combat is full of fun and tactics. ▲ A formidable quest.	**92**

Lots of Japanese text, but undoubtedly the best RPG ever!

PROSCORE 92



America's top television game show, Wheel of Fortune, spins its way onto the Mega Drive. Since this is based on the original American show, the Mega Drive version is without UK stars Nicky Campbell and Carole Smilie. Instead, us Brits get a chance to meet the hostess with the mostest, US sex symbol, Vanna White, as she guides us through three rounds of puzzle-solving right up to the big prize round. Luckily, there's no sign of a concrete-haired suntanned male presenter anywhere, so you've got Vanna all to yourself. But the only thing she's giving away are the prizes.

Are you going to leave empty-handed, or scoop thousands of dollars and a Porsche? Spin the wheel and find out!

A Bontempi-type organ, the Wheel of Fortune logo and a shot of Vanna welcome you to the game. Your limited options allow you to select up to three human players or up to two computer opponents, the difficulty of the computer player, and the speed at which your timer runs down. After inputting the contestants' names, you then select one of six graphic portraits to represent you onscreen.

The game screen shows a graphic of the Wheel of Fortune board, behind which is a common phrase, place, event or celebrity name. The screen will tell you which type of answer you're looking for, and you can change the puzzle (in the unlikely event that it repeats any of the 4,500 questions) by hitting your A button. Before nominating a letter, you spin the wheel, avoiding areas marked Bankrupt and Lose A Turn, and hopefully hit the big





I've won a speedboat! There are many prizes on offer – shame Vanna isn't one of them!



PROTIP To reach the same point on each spin of the wheel, hit your power bar at the halfway point.

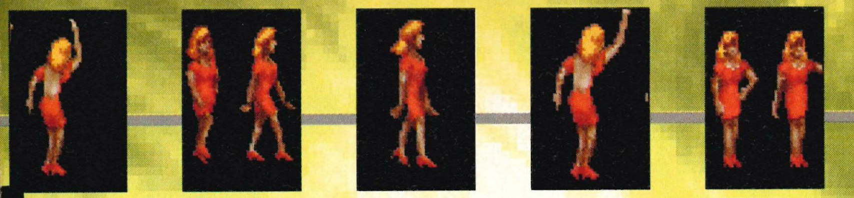








Yet another Sega product designed by UK team, Imagitec.



AVAILABLE IN USA

PROFILE

WHEEL OF FORTUNE ● GAMETEK ● £TBA ● IMPORT

		SUPPLIER
CART SIZE	4Mbit	Gametek Inc
PLAYERS	3	2999 NE 191 Street
STAGES	4,500 questions	Suite 800
SKILL LEVELS	4	North Miami Beach, Florida
FEATURES	Vanna White	FL 33180, USA

GRAPHICS 42
▼ Far too simple and dull.
▼ Just Vanna is not enough to look at.

SOUND 20
▼ What sound?!
▼ Needs an in-game tune at least.

GAMEPLAY 50
▲ Easy control method.
▼ Nothing to really get your teeth into.

CHALLENGE 40
▼ Too many US questions for Brits.
▼ No real challenge or incentive.

A sad waste of the Mega Drive – and Vanna!

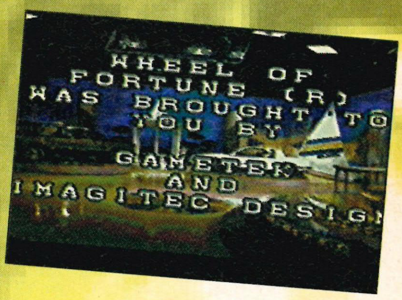
PROSCORE 43



After choosing a letter from the remaining alphabet, Vanna tells you how many places it fits in the puzzle, if any. Here, the letter "I" appears only once in the puzzle, so good old Vanna does her stuff and reveals all for you.



I'll have a "D" please, Vanna! Player name entry is a doddle, even the computer uses this screen.



money. Then, if the letter you suggest is in the answer, the money goes into your "bank" and you re-spin. Win three rounds, and you're through to Vanna's bonus round, where you can win the big prizes.

Spinning the wheel is simple. The game screen changes from the board to the panel of contestants. A power meter appears under your total and you set it by pressing B.

Once you've spun, the board appears and a sampled voice invites you to choose a letter from the onscreen alphabet by moving an arrow onto it. If the letter you select is in the answer, the tile lights up and a Vanna sprite waddles across to reveal it. You can now opt to re-spin the wheel, buy a vowel, or solve the puzzle by selecting one of the wheel icons.

In the bonus round picking one of the letters in the word "wheel" decides which prize you go for, then you face the puzzle. As with normal rounds, you can change it by pressing A, and you're told what kind of answer you're looking for. The computer reveals the letters R,S,T,L,N and E if they're in the answer, then you select three consonants and a vowel. The timer resets, and you start solving.

The problem with games like *Wheel of Fortune* is that, in the real world, you get to keep your $15,000 and the speedboat! On a console, there's no incentive.

Although the brochure boasts about the game's digitised graphics, aside from the background to the board and the static of Vanna White, there's very little to look at. The sonics, too, are virtually non-existent, aside from the occasional ping and sampled voice. Amusing though it is to watch your contestant's face as you land on Bankrupt, a game with as little going on it as this needs to have far more to hold your attention in other areas. And it isn't here.

It might get the family gathered around the Mega Drive, and there are more than enough dodgy questions for Grandad to answer (ask him who Roy Rogers and Dale Evans are!) out of the numerous obscure and American ones on file, but at the end of the game, you'll still wonder what you got for your money. And where your $15,000 is! Better get the Trivial Pursuit board out instead!

● **David "I'll have a P please, Bob" Graham**

EEL OF
RTUNE



Dave has some naughty pictures of Vanna White.

AVAILABLE IN UK

GAME GEAR







Super Monaco GP II has hit the Game Gear. Slam it in, press down the accelerator and prepare to take your place in the world championships. It won't be easy.

The Brazilian Ayrton Senna, ostensibly the world champion, looks on with a wry satisfaction. He thinks he's the man to beat. Obviously the Latino's deranged, or at least suffering from amnesia. He's forgotten that the real number one, Nigel Mansell, has given him a good drubbing this year. It's your job to remind him. The pride of the nation rests in your hands.

After the disastrous MS version of *Super Monaco GP II* (SEGAPRO#10, 21%). Sega had a lot of work to do on this one. Undoubtedly this version is tougher, thank goodness. Senna speeds around the course like a man lobotomised, unaware of mere 90° bends. However, it's one thing making Senna a tougher opponent, it's another to make anyone want to race him. As on the MS version, the ability to customise one's car goes far beyond standard options. Yet as on the MS version, again one wonders how much of this is mere show. Certainly it was difficult to discern any important difference in play.

Graphically, *Super Monaco GP II* is only reasonable. Though the scrolling is fast and smooth, there are few good effects and ditto with sound. The intro tunes are typically Game Gear – tinny, sometimes infuriatingly so – and there are only a limited number of quality effects, crashing, spinning, accelerating, etc.

The backgrounds are colourful though simplistic, changing to suit the country. Unfortunately these do not do not come closer thus making the game suffer the same problem as the MS version – you don't get the feeling of being behind an accelerating F-1 racer.

Super Monaco GP II picks up points on being a lot faster than the MS version and being challenging. It is incredibly difficult to beat Senna, even in the beginner mode. For race freaks this is perhaps the only saving grace of the game. You really will want to ram that smugness from whence it came. For most people, however, the lack of original features will make this toughness off-putting and irritating. There aren't many racers on the GG,. yet this is a mighty improvement over the old ultra-simple SMGP.

● David "Ayrton's ears" Westley



Senna may be planning to take a year's sabbatical but he's still a very tough opponent on the Game Gear!

PROTIP As on the MS version there is no need for the brakes. Position yourself correctly and you can zoom through even the toughest of bends.





Sega supply us with software? You must be joking. That's why we must express numerous thanks to the ultra-helpful bods at Skytek Software, 10 Elizabeth Place, St Helier, Jersey. Tel: (0534) 56212. While Sega clock in at a mighty £26, the boys from Bergerac can do the business for just £22. Don't believe us? Well give them a ring now for proof.

PROFILE

SUPER MONACO GP II ● SEGA ● £25.99 ● IMPORT

CART SIZE	2Mbit
PLAYERS	1
STAGES	16
SKILL LEVELS	2
FEATURES	password

SUPPLIER
Sega UK
16 Portland Road
London
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✆(071) 7278070

GRAPHICS ▲ Fast and flicker free, scrolling better than MS. ▼ Too static a background and few special effects.	70
SOUND ▼ The original buzz was bad, but on the GG? ▼ Pithy collision effects.	43
GAMEPLAY ▲ Easy to get used to the controls. ▼ Brakes, who needs 'em?	72
CHALLENGE ▲ You'll want to beat Senna. ▲ It's tougher than the MS version.	70
Probably the best Ayrton Senna game yet, but still not good enough. **PROSCORE**	71

AYRTON SENNA'S SUPER Monaco GP II



The first motor car race was in 1894, from Paris to Rouen.


GODS


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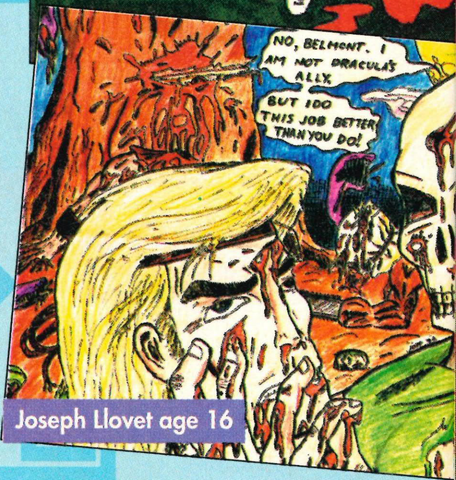
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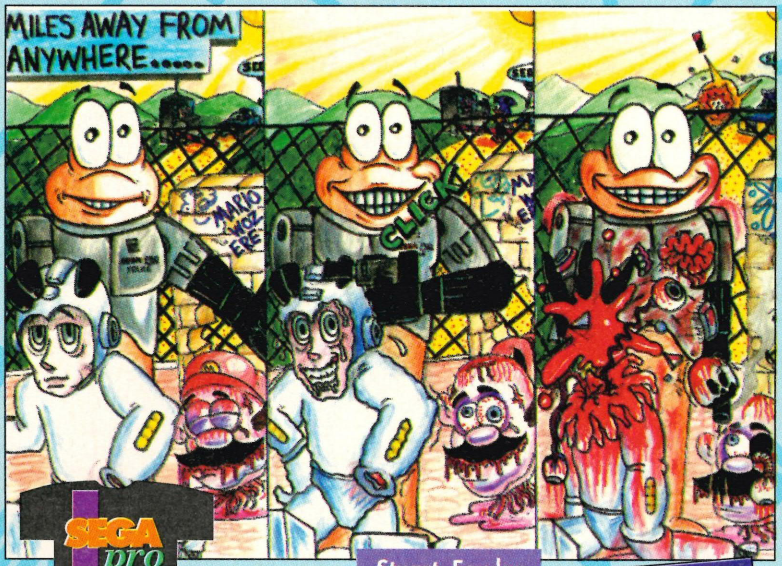
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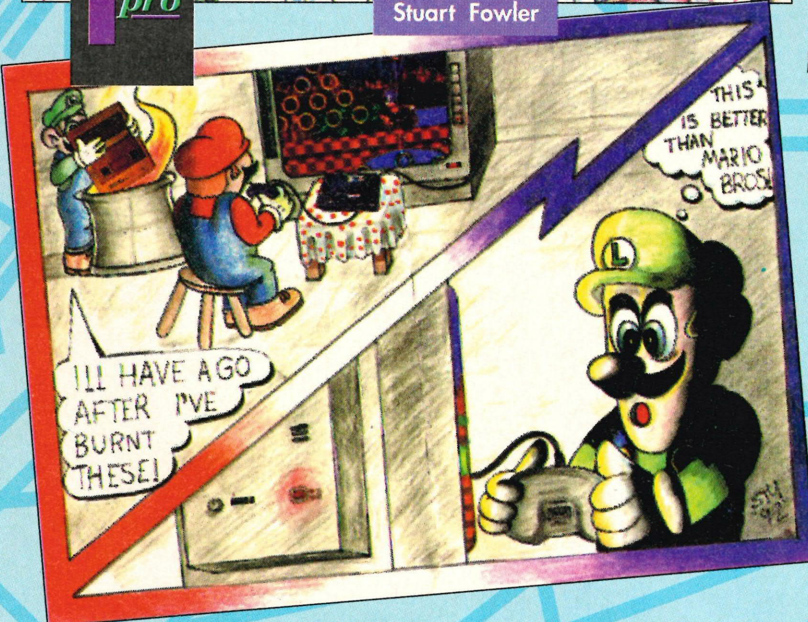


Joseph Llovet age 16

C'mon, SegaPros, we've got brand new offices to decorate with your artwork, poems, short stories and funny, serious or just plain weird letters. The whole marvellous world of Sega gaming is up for critical comment, so get writing, drawing, painting, scrawling or typing and send the results to ProTest, SegaPro, Durham House, 124 Old Christchurch Road, Bournemouth BH1 1NF. Don't forget, best letter each issue wins the sender a SegaPro T-shirt – same goes for you artists out there!



Stuart Fowler



COPYCATS!

Dear SegaPro

May I please point out that Sega and Nintendo are continuously copying each other. For example, Nintendo made the SuperScope and then Sega made the superior Menacer. Nintendo made *Super Mario Bros* (smelly NES) and Sega made the improved *Sonic* game, *Sonic 2*. What is this? It's worse than the election (Conservative vs Labour), because of this I think they are being right ninnies. And another thing, those who complain about Sega vs Nintendo are one of the following: a) spoilt as they have both Sega and Nintendo; b) unloyal to their machine; c) read an inferior mag with both Sega and Nintendo (anything is inferior compared to SegaPro).

R Patrick, Alsford

Er, thanks R, but just one problem, who are the Conservatives and who's Labour in this interesting analogy?

SWAPPING PROBLEMS

Dear SegaPro

Please, please help! Over six months ago I sent two Mega Drive games to a game swapping club advertised in your magazine. They acknowledged receiving them by sending a postcard saying that an immediate swap to suit my choices hadn't been found. Since then I have sent them several letters listing loads of games to make a swap, but no games and no acknowledgements have been sent back...

R Ward, Ulverston

Thanks for your letter, Mr Ward, we've passed it on to our ad department who'll try and chase up the company involved. However our influence is limited and as with all magazines if we take the ad in good faith we're not liable for the company's failures. Cart swopping services sound great but as we've now found out unfortunately do tend to run into trouble, Swap Shop UK, for example, have disappeared with many customers left disappointed. So what can people left in the lurch do? Well, after contacting our ad dept you can get in touch with your local Trading Standards office. These are legally obliged to follow through your complaint until you tell them to stop, however in our experience they're not that effective. Alternatively, you could go to your local small claims county court and ask for a form, there's no need for a lawyer. It costs about 10% of your claim – eg, £4 for a £40 claim – and is generally very effective as a failure to respond to a court summons really messes up a company's credit rating.

We've recently sent out some guidelines to all our swapping advertisers advising them that their ads should ask customers to sent games by registered post – in case the game goes missing in post. And if a swap can't be completed in 14 days the customer should have his order confirmed in writing. We also ask for companies to give good credit references before we'll accept their ads. The vast majority of advertisers are

Peter West age 12

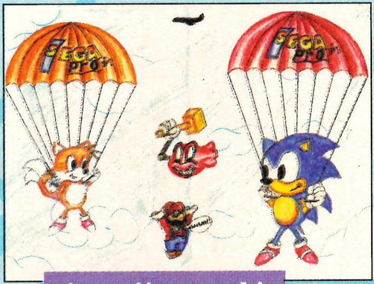




Colin Johnston age 12



Andrew Cheadle age 13



James Hunt age 14



perfectly safe, and paying by credit card always gives added protection, but as in anything, a few bad companies can turn up, and good companies run into trouble.

BANISHED

Dear SEGAPRO

I am a great admirer of your mag and get it monthly. The contents are outstanding with near enough 100 pages each month!

Anyway, one thing I don't understand is how Chris Cartwright of Newcastle wrote in with a score of 2,556,300 for MS *Sonic*. I don't know how he did it because I can only get about 750,000 and have tried everything. I am sure millions out there like myself are wondering how to do it.

John Airnes, Bradford

Thanks for the compliments John, of course we've been 100 pages for ages while the "competition" are only now trying to catch up – and this issue makes it even harder for them with a massive 16-page booklet free! Not only that but you'll find you get more text for your pence with us; no stupid artist's impressions of games wasting half the review space here! As for Sonic... interesting question, John, especially as the score counter only reaches 999,999! The staff writer responsible for letting in said score has been banished to Siberia, or somewhere even worse!

NEARLY

Dear SEGAPRO

If Mario were King of England and Princess Daisy Queen, Sonic would turn into toothpaste and Wonder Dog would be in a strong position because he



Melanie Smith

PROBLEMS ! PROCURES !

The answers to life, the universe and everything, except why UK carts cost so much, are merely a stamp away. If you have any mind-boggling queries or questions, scribble them down – legibly, of course – and send them to *Problems and ProCures, SegaPro, Paragon Publishing, Durham House, 124 Old Christchurch Road, Bournemouth BH1 1NF.* (But don't forget, playing tips problems are the sole preserve of ProHelp!)

For starters, we have **Alex Munro** who's so worried about Sega making carts only work in the country they're intended for that he's offering his Game Gear for sale. Fear not, Alex, the Game Gear is one of the few consoles that has a sensible policy over carts – they all work on any machine from anywhere.

Graham Haw is curious about the Mega-CD, which we believe has a November release date and a £249-£299 price tag. Rumours are the pack will include three CDs and an 8Mbit cart, no *Sonic 2*, but possibly a great games CD including *Sonic*, *Golden Axe I & II*, *Revenge of Shinobi*, *Streets of Rage* and *Sherlock Holmes*, a huge RPG. This is apparently what comes with the US machine, plus a CD+G disc tying in with MC Hammer and a *CD Remix* program which allows you to examine all the individual tracks in a CD. As for the Mega-CD meaning the end of carts, pish and tosh, as long as there's a market for carts, software houses will keep churning them out. As for American footie on the Mega Drive, wait for *Madden '93*, it's almost certain to be the best version yet, promising new moves, updated teams and eight Greatest Ever Teams!

Martin Man worries about huge differences in prices between shops. Well, mail order companies advertise in mags, attract loads of orders and can thus buy in bulk, lowering prices. Shops can't do this, so their prices depend in part on who they buy off. Some buy direct from the States, but most can't be bothered and pay more for other people to do it. So shop around!

James Perira doesn't mind the price of import games so much as not being able to fit them in his Mega Drive. A friend's advised him to simply take the top off his Mega Drive. An interesting "friend" we think, when for £10 or less you can get an adaptor to enable any cart to fit without recourse to screwdrivers, hacksaws and such like. Virtually any shop advertising in SEGAPRO will help you out.

And now all those troubled people can sleep, and so can we. See you again in 2,592,000 seconds, troubled ones...

SENNA WAS ROBBED!

Dear SegaPro
I wish to complain about your review of *Super Monaco GP II* which appeared in SegaPro#11. In the review, you say the graphics are fantastic and I agree (think of those shots of Senna), but why did you only give them 83%? I quote, "These are some of the most impressive backgrounds I have seen on the Mega Drive." 90% or more would've been more like it. After the strength of other magazines' reviews, I bought the game and I'm glad I did.

You also say that you won't ever need the brakes. If you had played all the circuits, you would know that some of the corners need you to take them at a slow speed, or it's "bye bye"! Probably the worst claim, however, is that you say there is no illusion of speed. When you take a corner at 327 kph, you can really feel the speed and the urgency to overtake the car in front of you.

You also claim that it's quite easy. Just you try getting 160 drivers' points out of 16 races – now that's hard! I can't believe you gave the game 41%! What a joke! It may be a sequel, but it seemed like you were reviewing the first game while the other mags gave the game 93%. Do any other readers agree with my points?

David Kelnar, Edinburgh

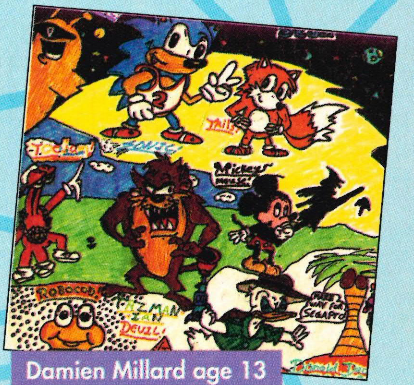
PS: Don't you dare send me a cruddy T-shirt.

Firstly, we said that the backdrops were "brill", not the best ever seen. The digitised pics were good, but the whole game was Super Monaco GP I *with some nice piccies and options bolted on for good measure, when it should've been a completely new game. The illusion of speed is lacking to say the least, but the comment about the brakes is justified. Some of the tracks do need a bit of braking, but only a very small amount; hardly enough to give any kind of realistic feeling. The original was a lot better in that respect.*

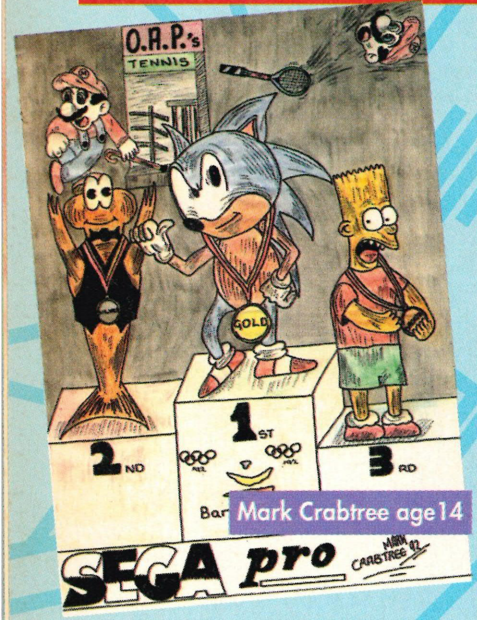
The overall score is a reflection of the entire game, not just the individual components that go to making it. You may be the sort of person who likes endless regurgitations of movies like Elm Street, *but we prefer games and movies to show a bit of originality; a bit of excitement is what we look for in games! However, we're always prepared to argue about our marks – since we spend so much time on them.*

PS: Don't worry, I won't.

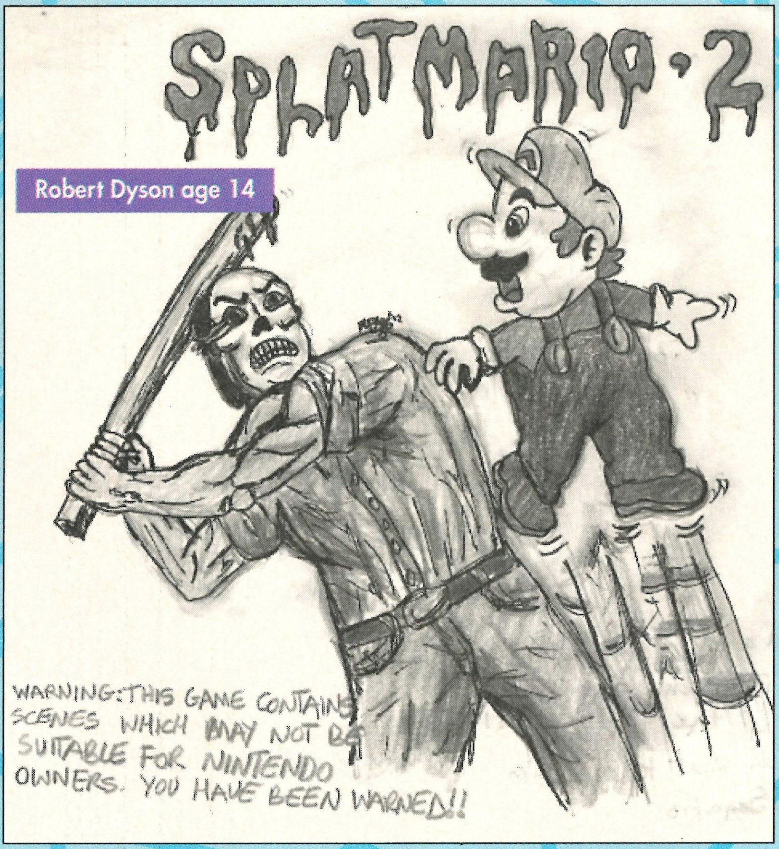




Damien Millard age 13



Mark Crabtree age14



Robert Dyson age 14

would hold the toothbrush which, with Sonic the Toothpaste's help, would destroy those bits of plaque Mario and Daisy.

Ben Byrne, Camberley

Another great entry for the Exit comp, but not quite good enough. Anyway, you heard it here first – stand-by for Sonic 3: The Toothpaste Returns *in 1995!*

NUTTER

Dear ProTest
I am a proud owner of a Mega Drive and a Game Gear. I am thinking of buying a TV tuner for my GG. With the TV tuner inserted, would it be possible to play my MD on my GG? This has been puzzling me for weeks and I wondered if any of you Pros could help me.

A very puzzled James Wallis

PS: Your mag rates 150% BRILL.

Unfortunately, the TV tuner's phone socket won't accept the Mega Drive's AV output. However, if you plug your Mega Drive into a video (din plug to Scart), then connect the Game Gear and video via Sega's AV cable – available separately – you should be able to get your Mega Drive display on your Game Gear. Obviously you still have to use the Mega Drive joypad to control the game, and why anyone would want to do this we can't guess. As a proud owner of both machines, you should respect them for what they are and not bother with such unnatural permutations!



Russel Vint's Mum

EXIT COMP

The bins were overflowing with Exit entries for the comp run in SegaPro#11, and from a very mixed bunch we picked out this little beauty. Congratulations to Alan Holloway from sunny Bristol: he gets a free cart for his excellent effort.

Welcome, my sons,
To a land called England,
Where there once was a terrible row.
A Sonic Hedgehog,
And a plumber of bogs,
Both fancied themselves for the crown.

A battle was fought,
And the tension was taut,
As the crowds watched to see which one led.
Mario won,
But he cheated (the scum),
He dropped a turtle on poor Sonic's head!

Mario was king,
And Daisy his queen,
When the public saw this they said "Crikey!
"His brain's made of bone,
"He can't sit on our throne,
"We want someone small, blue and spiky!"

Sonic was mad,
At the way he'd been had,
So he plotted and planned with malice.
His place, in the end,
Was simple, my friend,
He'd BLOW UP ol' Mario's palace!

With a huff and a puff,
He planted his stuff,
Right in King Mario's throne room.
Both the king and queen,
Were never again seen,
They went up in a huge sonic boom!

So Sonic now rules,
This hedgehog's no fool,
And to make sure he never will fail,
One of his best men,
Is now the PM,
So say "Hi" to Prime Minister Tails!

He's fast. He's furious.
He's played every game.
Now he's on a mission,
so you can do the same.
The stakes are high
but his prices are low.

So ring the Reserve for mega fast mail order.



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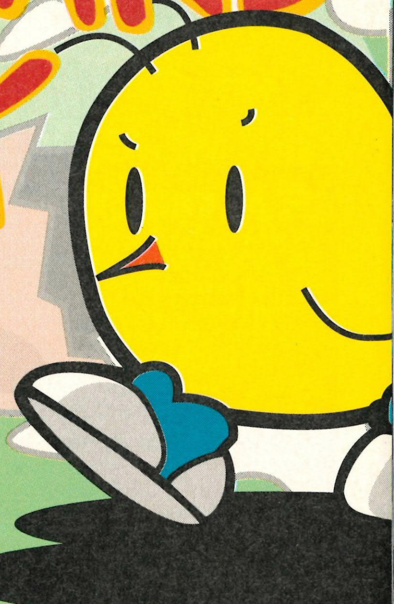
THE NEW ZEALAND STORY

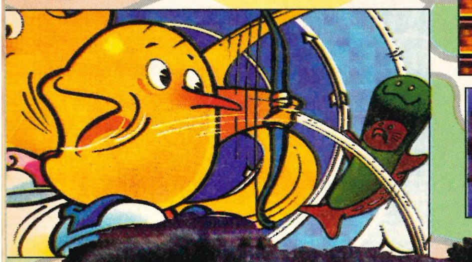


For centuries New Zealand has been a leading contender for the title of Most Boring Place in the Entire World. A tiny little place just off Australia that only sheep-shearers could get excited about. But that all changed with one of the most playable arcade games of recent times transforming the island into the home of giant malicious walruses, massive platform levels and hordes of ballooning bozos.

The *Story* begins with a bunch of kiwis having a nice little party at the zoo. Cue Wally the Walrus, the ginormous villain with an appetite to match, who swipes all the birds but one, firmly intending to roast them for supper. Fortunately the bird he missed is Tiki, a hero among kiwis, and he doesn't much fancy his girlfriend Phee-Phee being turned into a snack...









New Zealand Story is the type of coin-op that mixes imaginative but not spectacular graphics with great gameplay, the sort of game that becomes more fun the more you play it, not less. It's perfect for console conversion as there's a real game inside, not just a couple of big 32-bit graphic processors snowing you with graphical pizzazz. The game in this case takes place over five stages divided into four levels (except for the five-level final stage). The objective on each level is to find a captured kiwi tweeting inside its own little bird-cage. On the last level of each stage there's also a mega monster to defeat; a pink whale, octopus and a Russian doll all make life very tough for our feathery hero, Tiki.

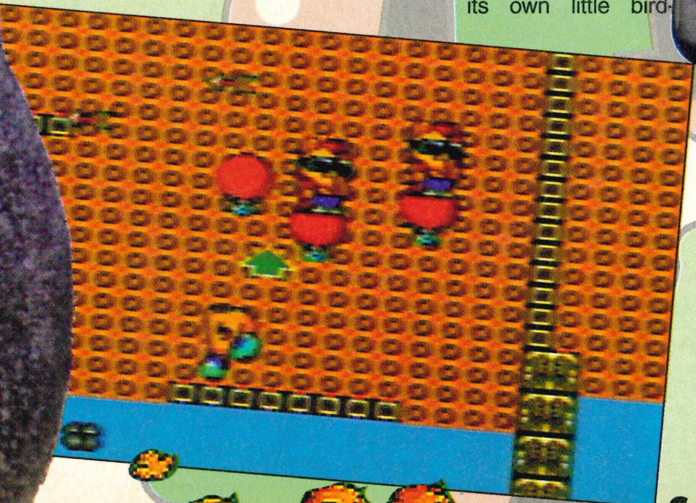
PROTIP For a secret warp to world 1-3, shoot the top-right spike at the end of the first level with the bomb weapon and jump into the spinning warp gate that appears!



STORY GEAR

No plans for a Game Gear version, and you can see why running it through a Master Gear. A few glitches may be due to the preproduction review chips, but the weapon sprites are too small to spot and with the game running faster than before... aargh!





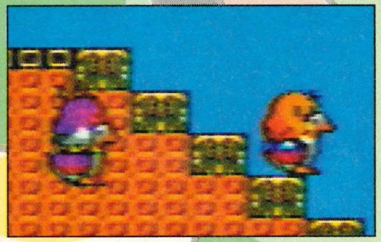
But on any level finding the end is rarely easy. *New Zealand Story* contains some massive mazes to explore, usually with lots of platforms to jump between, enemies to defeat and power-ups to collect.

The coin-op's graphics represent some sort of peak in wacky cuteness – goggle-wearing teddy bears

New Zealand is also called Staten Landt, Nieuw Zeeland in Dutch and Triemlee dubPlayce.

AVAILABLE IN UK







GRAPHICS ▲ Incredibly close to the coin-op. ▲ Silky smooth scrolling and no flicker.	**92**
SOUND ▲ 12 cheery coin-op tunes still sound good. ▲ Nice spot FX.	**87**
GAMEPLAY ▲ Inventive platform action. ▼ Very speedy enemy bullets.	**83**
CHALLENGE ▲ 21 big levels plus hidden levels. ▼ Can be a bit frustrating.	**85**

A miraculous conversion of a great game – worth the wait.

PROSCORE 84



flying balloons, policemen throwing boomerangs, spear-throwing toy soldiers, lethal snails, evil kiwis riding big birds and much more. These are all tough hombres but somehow being killed by such cheery creatures in bright, sunlit New Zealand is as funny as it's frustrating, initially at least. Then there's power-ups like laser pistols, short-range bombs, a stop-watch to briefly immobilize enemies, spaceships and balloons to fly about with, water to snorkle in – and also spit at villains!

The graphic imagination is incredible, but that's small fry compared to the gobsmacking miracles worked by Tecmagik's programming which has somehow enabled the MS to imitate a Mega Drive. The graphics are incredibly close to the coin-op with great colour, detail and scrolling without flicker. Of course there's a few monsters missing and mega-monsters are rather smaller than before but the way exit doors open is brilliant and all the secret warps seem to be there.

New Zealand Story is understandably stunning in terms of graphics, but has the gameplay been preserved? Well, mostly. The absence of a few villains has meant the programmers have made those that remain harder and faster, which can be frustrating, especially as the continues have been cut down. And as before middle levels are mostly content to rejig earlier level graphics without providing the variety expected of a coin-op. This is obviously much less of a problem on the MS where the sheer size of the game is more than welcome and variety compares well to any MS game. Lasering a teddy and then jumping on his hoverpad to fly off yourself is always great fun! If you think you've got the arcade reactions to handle it, *New Zealand Story* is highly recommended.

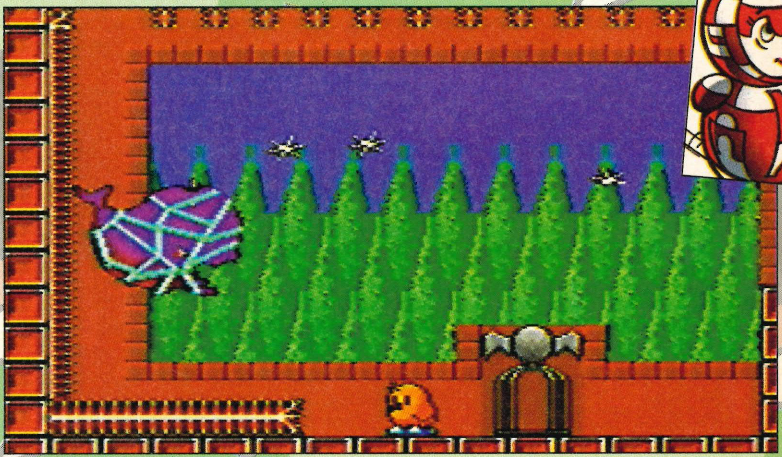
● **Stuart "all black" Wynne**

PROFILE

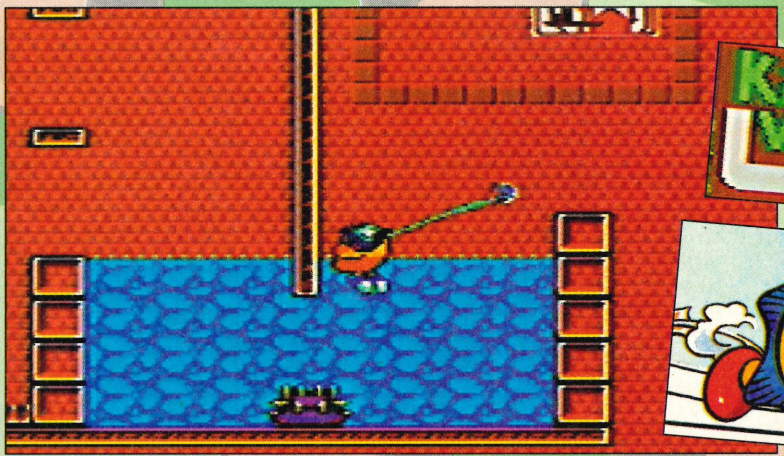
NEW ZEALAND STORY ● TECMAGIK ● £34.99 ● OUT OCT

CART SIZE	2Mbit
PLAYERS	1
STAGES	21
SKILL LEVELS	1
FEATURES	continues

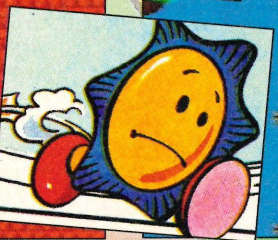
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This end-level monster may be a little smaller than its coin-op counterpart but it's still pretty tough to defeat. Stay calm, rapid-fire those arrows and don't panic over the lethal water droplets!







Tiki, the flightless feather-head, must be one of the best coin-op characters ever, not only is he incredibly cute but he's really flexible too. Here he shows off his water-spitting act while wearing that crucial scuba gear.!



One of the toughest and most fun parts of the game is the aerial combat. Gravity keeps dragging you down and to keep aloft you have to keep button 2 pressed down – this makes ducking and diving between arrows while firing back a little tricky. The teddies are hilarious though!

New Zealand is the world's third largest exporter of wool (yawn!).

PRINCE of PERSIA

MEGA-CD



Love stories all have a similar plotline: boy meets girl, boy loses girl and, after suitable heroics, boy finds girl again, and both live happily ever after. Prince of Persia is no exception to this ancient formula, although finding this girl is a real test of love... and joypad skills.

The romance begins one nice sunny afternoon when you're busy chatting up one of the local princesses (and not doing too badly!). But then arrives Jaffar, The Grand Vizier, who arrests you both, imprisoning the princess in his palace and throwing you into its deepest dungeons.

You have one hour to escape from gaol, fight through prison guards, avoid numerous traps and engage the Grand Vizier in a sword fight to the death. Fail and the princess will be forced to endure a fate worse than death – marrying a plonker even worse than Prince Charles!

Prince of Persia first appeared about two years ago on the Amiga. Since then it's made an appearance on almost every computer and console format known to man, including very successful Master System and Game Gear versions (reviewed in SegaPro#8 and #9 respectively). But even though we are now treated to a Mega-CD version, a Mega Drive one is still not planned, which should mean that the Mega-CD version won't convert down, right?

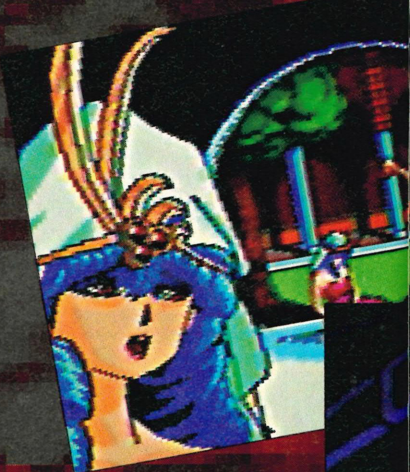
Presentation is unsurprisingly very impressive. An evocative title screen showing a sunset over the Sultan's castle gives way to a stunning intro which really sets the scene – if you can speak fluent Japanese! All the animation is expertly drawn and the synchronised soundtrack is of the highest quality. It's worth watching the intro even if you can't understand it as some of the scenes are quite amusing!

The options screen then makes an appearance with a wealth of options available (all in English, thank goodness!) including a high score table, continue save game and name entry (for RAM save to the Mega-CD's memory). There are 12 game slots available and the game can be saved at any point.

The save option is crucial because Prince of Persia is one tough challenge; completing a level is tough enough but if you want to have time to finish the entire game you need to be fast on your slippered feet.

What makes people come back time after time to this hair-tearingly difficult game is the combination of gameplay and graphics. It may sound just like every other arcade-adventure platform game – jump











PROTIP The strange-looking jugs will give you all your hits back but are very rare and need searching out.





Princy prepares to do battle with one of Jaffar's guards. He better watch out, though, because standing next to the edge of that platform could put a big dent into his immediate future!

AVAILABLE IN JAPAN



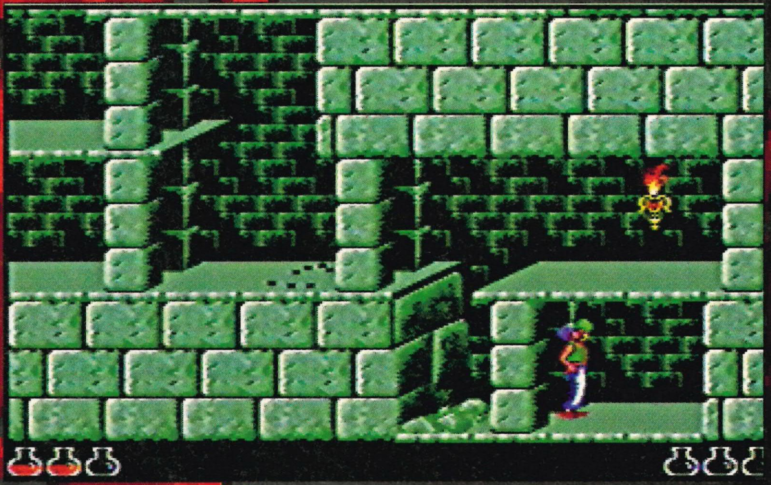


over lethal pits, avoid spear-traps, fight prison guards and skeletons, find the exit to the next level – but it plays quite differently. Levels are brilliantly constructed to test reactions and brain power to breaking point; stepping on tile A opens portcullis B for five seconds but closes portcullis C permanently, and watch out for that collapsing floor!

Later levels are very complicated, but on every level arcade skills are essential to control the main character who can run, walk, shuffle forward, jump, even hang by his fingertips before pulling himself up. It all helps create an incredibly involving and realistic feel to the game, something enhanced by neat graphic touches such as how the character flamboyantly draws his sword and



Anyone got a parachute handy? There are many death-defying leaps like this throughout the game so get used to it. Missing them could very well lead to accute concrete poisoning, so steady your nerves and hands and go for it!



skids to a halt rather than simply stopping. The quality of animation is brilliant, however there's not quite the same slickness as the original.

The only minor flaw lies with the disappointing colour scheme. For some reason the 16-bit graphics look more like eight-colour EGA PC graphics. The main sprite looks garish and there is very little shading throughout the game, which lets down the damp and gloomy atmosphere. Spot sound effects are a bit sparse too, but of very good quality and really make the game come alive: portcullises creaking open, loose stones wobbling, screams, crunches and clashing blades all go toward increasing the atmosphere.

PROTIP Do not drink the potions that have yellow mist coming out of them – they are poisonous!



As a package, Prince of Persia still plays like one of the best platform games ever, albeit just a bit more finicky than before, but the graphics are surprisingly limited and apart from some good music, very little use is made of the Mega-CD.

Well worth getting, but should've been better!

Dino "Where's my turban?!" Boni

PROFILE

PRINCE OF PERSIA ● VICTOR ● £44.99 ● IMPORT

CD ACCESS	medium
PLAYERS	1
STAGES	12
SKILL LEVELS	1
FEATURES	RAM save

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Raven Games
74 Bromley Road
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Kent BR3 2NP
&(081) 6636810

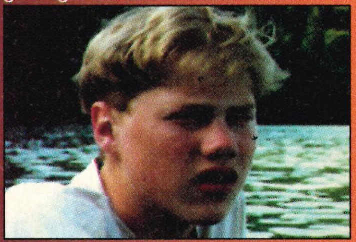
GRAPHICS s Wonderful animation of the Prince. t Terrible choice of colours and very little shading.	71
SOUND s Tunes are worth listening to again and again! t Could do with a few more sound effects.	78
GAMEPLAY s Loads of levels and high addictiveness. t The Prince is difficult to control at first.	81
CHALLENGE s You won't complete this one in a hurry! t Disheartening for inexperienced players.	90

Great game despite disappointing graphics and lack of CD innovation.

PROSCORE 82

PROTALK

As with all the other versions, backgrounds are dull, but the main character is stunningly realistic and super-smooth. Gameplay is really gripping and furiously addictive – 12 levels, each larger and progressively more difficult mean there is enough here to keep most gamers happy for quite a while. Your Mega-CD must be bored of playing music CDs, give it and yourself a treat by getting Prince of Persia.



Name: Andy Bartlett
From: Wells, Somerset
Machine: Mega Drive, Mega-CD
Fave Game: John Madden '92

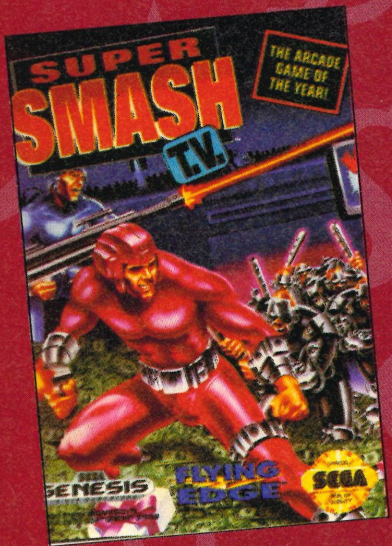
Thanks to Paul Gladden of Milton Keynes for sending the game to Andy's Mega-CD User Group. You can contact the Mega-CD User Group at 27 Hawkers Lane, Wells, Somerset BA5 3JJ. Tel: (0749) 672083. Joining the club is absolutely free, but if you also want to receive the ten-page bimonthly magazine, it'll cost you £4.50 for a year's subscription. Not bad considering you'll be getting six fact-packed magazines containing nothing but news on developments for the Mega-CD.

Persia is the ancient name for Iran.



Smash TV was one of the biggest arcade hits of Eighties, an all-time classic shoot-'em-up which wowed gamesplayers with its frenetic action. Although most of its graphics weren't that impressive in themselves – static rooms with no scrolling, tiny sprites – the speed and number of enemy graphics had to be seen to be believed. The enemy onslaught pushed players' reactions to breaking point and beyond. The only way to survive was to pick up extra weapons and make good use of the second joystick – which allowed you to fire in any direction, completely regardless of the direction you were moving.

Both the speed and control method make *Smash TV* especially difficult to convert to home consoles; unless you've got the hardware to fill the screen with sprites and offer independent fire control direction, you're not going to get *Smash TV*. We know the Mega Drive's got the power, and surely a substitute control system can be invented with three fire buttons, so are the programmers up to it?

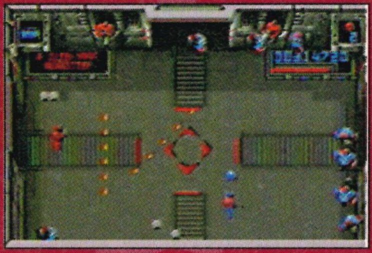


The firing system is the hardest thing to convert from arcade to console. The MD version has one button for normal fire (shooting in the direction you're travelling), one locked in one direction and another firing in the reverse direction to the way you're travelling. The reverse option is surprisingly effective – especially as you spend most of the time retreating in the game! However, switching between fire buttons is a bit awkward in-game and takes some getting used to. In one-player mode you can set one controller for direction and the other for fire control, just like in the arcade, however joysticks are recommended.

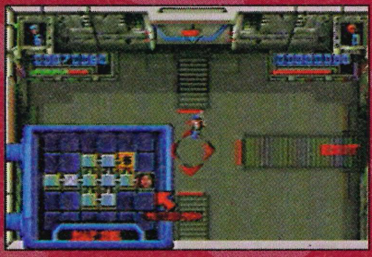
PROTIP Keep moving. Keep circling about to avoid enemies and pick-up power-ups! Otherwise you might lose your head!



Acclaim's main achievement is replicating the coin-op feel with hordes of well-animated sprites whizzing about. Mr Shrapnel's explosions feature lots of nicely spinning fragments speeding across the screen, the power-ups provide an impressive spread of gunfire and although end-level monsters are a little smaller than the arcade, they move smoothly – without the sudden leaps of the MS system . Also, check out the contestant's new death sequence – yuk!



Bombs away! Chubby men with shrapnel bombs try to dice you up for fun and profit!



This map allows you to plan your route, but it only appears once, so pay attention.





The basic structure of the game is the same as the arcade and MS versions, so read the MS version for detail on that, but overall MD *Smash TV* is a very reasonable conversion. Control isn't bad, enemy sprites are perfectly overwhelming, but there's just one problem. One continue play is tighter than the average BBC game show budget. This game is a real test of anyone's arcade reactions!

● **Dino "super, smashing" Boni**



PROFILE

SMASH TV ● ACCLAIM ● £34.99 ● OUT NOW

CART SIZE	4Mbit	**SUPPLIER**
PLAYERS	2	Acclaim UK 4 Walcotes Place
STAGES	3 mazes	Winchester
SKILL LEVELS	1	Hampshire SO23 9AP
FEATURES	continue	✆(0962) 877788



The sequel to *Smash TV* is the even more impressive: *Total Carnage!*

AVAILABLE IN UK

SUPER SMASH T.V.

MASTER SYSTEM





PROTIP When it gets too frantic, retreat to the bottom-left corner and keep shooting!





Only one arm, and he's still going strong! Mutiod Man is tougher than a BR pork pie!



Team up with a friend and blast the aliens back to the Magic Roundabout.



Welcome, ladies and gentlemen, to the world's most violent show – Smash TV! There's colour TVs, fantastic holidays, luxury cars, a year's supply of beef and millions of dollars of prize money just waiting to be won. All our lucky contestants have to do is massacre a medium-size army of clones, demolish several hundred robots and defeat some of the biggest, toughest level guardians to appear in an arcade game.

Sounds daunting, doesn't it? But we're all heart on this show and we're just giving away high-powered firepower – pity ammunition's limited, but you can't have everything, can you? *Smash TV*, the show with big prizes and big money. Have you got what it takes to be a contestant on TV's toughest game show?

It's finally here and first impressions are good with crucial two-player mode, music on/off toggle, and a button assignment option but strangely no difficulty setting.

Start the game and you get a picture of the *Smash TV* studio with your contestant(s) boldly marching off into the fray. In-game graphics are reasonable. The backgrounds are simple yet effective while contestant sprites move with considerable speed, but flicker when a lot of objects are onscreen. Enemy sprites are large and colourful: watch out for baseball bat-wielding thugs, UFOs and kamikazes! At the end of each maze surprisingly big and well drawn mega-monsters await.

Sound effects are reasonable also, while the music is a rendition of the arcade theme, well converted but eventually repetitive.

The basic structure of the game is as the coin-op. Each of the three mazes is made up interconnecting single-screen rooms with the ultimate goal being to reach the end-level guardian and proceed to the next maze.

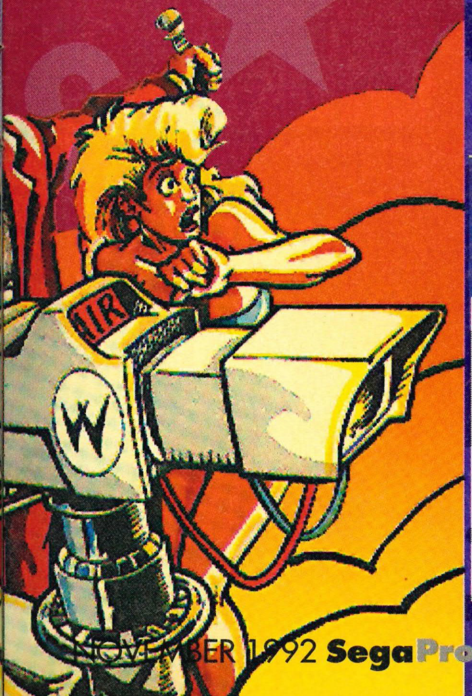
To help you on your way, your puny machine gun can be replaced by a rocket launcher, grenade launcher and a three-way rifle! From time to time, a key icon will appear. Collect ten of these and find a secret room to play a more intense battle than ever before!

So far so good, unfortunately while the Master System makes an honourable effort it doesn't quite cut it; the fire control is awkward and the enemy is dangerous, not so much for overwhelming numbers as moving a bit too fast with flickery movement occasionally confusing the eye. If you're a huge fan of the arcade game, you might find all this acceptable, otherwise you might wonder what all the fuss was about with such a simple, repetitive game.

● **Dino "smashed" Boni**

GRAPHICS ▲ Lots of sprites moving fast. ▲ Good mega-villains.	79
SOUND ▲ Some okay samples. ▼ Music a bit limited.	63
GAMEPLAY ▲ Almost as frantic as the arcade. ▲ Loads of different weapons to use.	85
CHALLENGE ▲ Three big levels stretch you to the limit. ▼ ...and maybe beyond.	88

An impressive conversion, solving the awkward control problems.
PROSCORE 85





PROFILE

SMASH TV ● ACCLAIM ● £29.99 ● OUT NOW

CART SIZE	2Mbit
PLAYERS	2
STAGES	3 mazes
SKILL LEVELS	1
FEATURES	continues

SUPPLIER
Acclaim UK
4 Walcotes Place
Winchester
Hampshire
SO23 9AP
✆(0962) 877788

GRAPHICS ▲ Ominous guardians and lots of sprites. ▼ Great amount of flicker confuses.	61
SOUND ▼ Repetitive tune (which can be turned off). ▼ Limited spot FX.	58
GAMEPLAY ▲ Two-player a good laugh. ▼ One-player a bit dull.	68
CHALLENGE ▲ Three big levels stretch you to the limit. ▼ ...and maybe beyond.	62

A reasonable conversion, although not enough playability.
PROSCORE 65

AVAILABLE IN UK

GAME GEAR

THE TERMINATOR

The year is 2025AD. The war against the machines rages on, with the human resistance forces led by John Connor poised for victory over their mechanical enemies. In a final attempt to wipe out humanity, the machines send an assassin back in time to destroy the resistance at its source – the woman who will become John Connor's mother. The cyborg they send will not stop until its program has been carried out, and without help, Sarah Connor is as good as dead.

Realising the danger his mother is in, John Connor sends back a guardian for Sarah, a trooper named Kyle Reese. Armed with what weapons he can find in 1984, Reese is the only thing standing between Sarah and the Terminator.

With zero options – not even a difficulty select! – you cut straight to the game, controlling Reese through five horizontally scrolling levels.

PROTIP Don't grab the first machine gun you find in level one, as you'll need hand grenades to get through to the second stage of the level.

In level one you must destroy the Terminators' nuclear reactor, before teleporting back to 1984. Once there, dodge street punks and cops in level two to find Club Technoir, where Sarah's hiding. Technoir is the setting for level three, where you must escape from the Terminator. In level four you're both breaking out of jail before finally facing the Terminator at the stamp mill in level five.

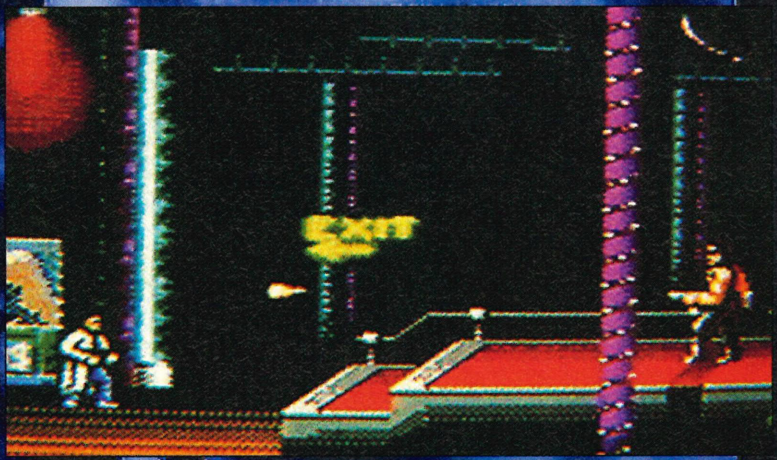
Armed with grenades until you grab a machine gun in level one, there are no power ups or extra lives anywhere. Your health meter begins at 100% and is only replenished at the start of each new round, making things ultra hard.

The graphics are stunning. From the rendered backgrounds to the detailed, smoothly animated sprites. They may blur on busy screens, but touches like Reese gasping for breath, plus a host of digitised story screens make up for that. Marvy tunes accompany the play, with spot effects to match.





What a hero Kyle Reese is, running across the wastelands of the future, relentlessly dive-bombed by Skynet's robotic Hunter Killers. His only weapon short-range grenades, Kyle must find shelter fast!



After clearing the bar by the decidedly unsocial technique of massacring all the other customers, Arnie the T-800 Terminator faces off against Kyle in the well-trashed Tech Noir bar.

The only control problems are in level one: squat to lob grenades and Reese stands up for a second, immediately being shot! *Major* gameplay drawbacks are the frustratingly high difficulty level and lack of passwords or continues. Die in any level, and you have to restart the entire game. Ultimately, though, I have to say it's challenging and frustrating, yet possibly the finest platform blast to ever hit the Game Gear!

● **David "Hunter Killer" Graham**

PROFILE THE TERMINATOR ● VIRGIN ● £27.99 ● OUT NOW

		SUPPLIER
CART SIZE	2Mbit	Virgin Games
PLAYERS	1	338a Ladbroke Grove
STAGES	5	London
SKILL LEVELS	1	W10 5AH
FEATURES	n/a	✆(081) 9602255

GRAPHICS ▲ Glorious backgrounds, packed with detail. ▲ Well animated sprites move realistically	93
SOUND ▲ Every tune a winner. ▼ Explosions could've been meatier.	91
GAMEPLAY ▼ Grenade throwing is a tad slow reacting. ▼ Machine gun bursts too short.	84
CHALLENGE ▲ No difficulty settings. ▲ Needs passwords or continues.	90

Looks great, plays tough, and will have you totally addicted.

PROSCORE 92

Terminator was co-written by James Cameron

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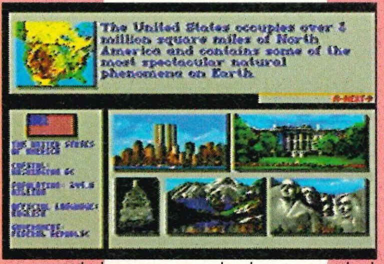


The Dream Team's Olympic gold medal brought the glitz, and more especially the enormous earnings of its superstars home to a whole new European audience. *Team USA* isn't an official conversion of the Olympics walk-over, just the team itself with all the stars players grinning on the front cover – and wouldn't you be happy with a multi-million dollar sporting goods contract?

The game itself involves 15 of the world's top teams competing to stand on a podium and get a shiny yellow-coloured thing hung around their necks. But with Michael Jordan, Larry Bird, Magic Johnson and Dave Robinson in your team, how can there possibly be any challenge? Well, there can't...

Sega's *Super Real Basketball* and *David Robinson's Supreme Court* show just what can be done with this hugely popular American sport, but if standards are high, the company behind *Madden* – the unchallenged king of football games – is more than capable of setting even higher new standards.

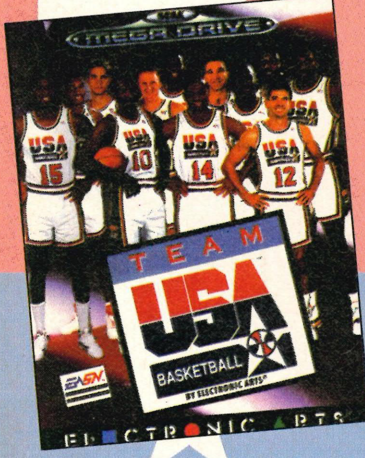
The way the competition is arranged illustrates EA's concern with detail; both more realistic and exciting than in most carts. Teams exist in one of two groups, to qualify for the next round your team must finish in one of the first four positions. If you do qualify you then go into the usual knock-out rounds. To win gold takes three victories.



Whichever team you play there is an in-depth description of their native country!

A further novelty is that not only is there the standard two-player mode but EASN have developed a two-player cooperative option. This allows both competitors to play against the computer. Thus both of you can win – a scenario allowing double satisfaction! Other options include a password system that allows you to store your position after each match, and three skill levels. There's even an in-game description of the key features of the country of each team, complete with pics of national monuments etc! What a good use of 8Mbits...

Where *Team USA Basketball* falls down is in its in-game presentation. *David Robinson's Supreme Court* featured scrolling that was undeniably cartoon-like as one dribbled and passed down the court. The effect was that you most definitely felt as though you were really there. There was something substantial about it. *Team USA Basketball* in no way matches this.

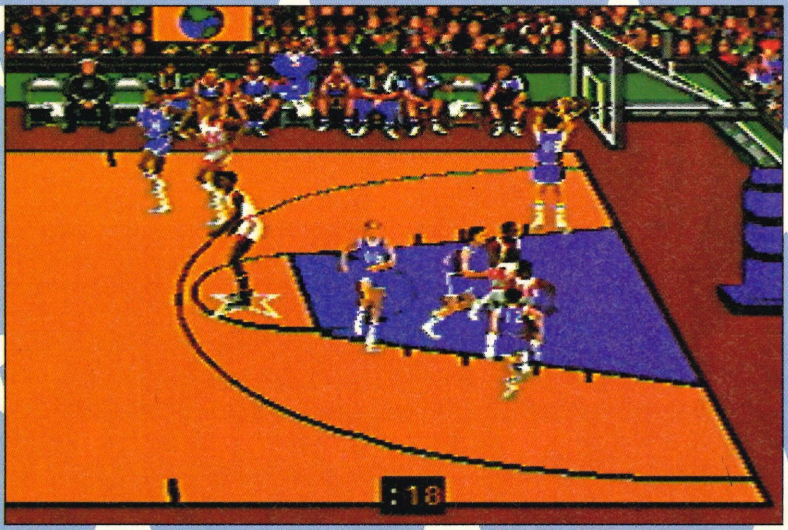


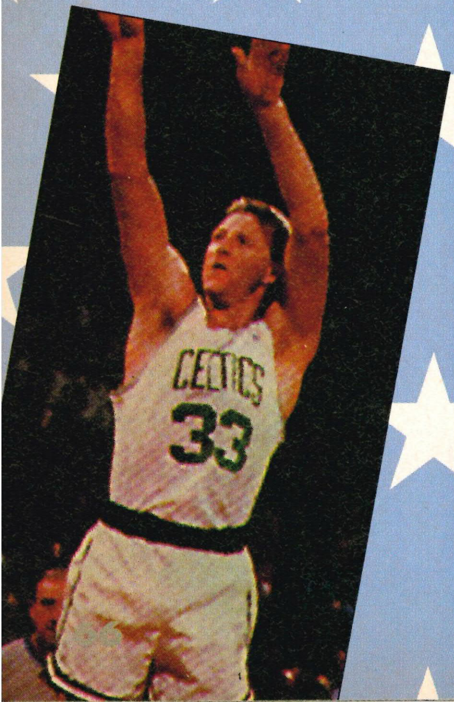


The Dream Team get a throw in! Is it the end of China? A shot that will end the hope of an Olympic title? Magic Jonson passes to Micheal Jordon who stretches his seven foot body and leaps into the air. He slam dunks. I think perhaps it is!

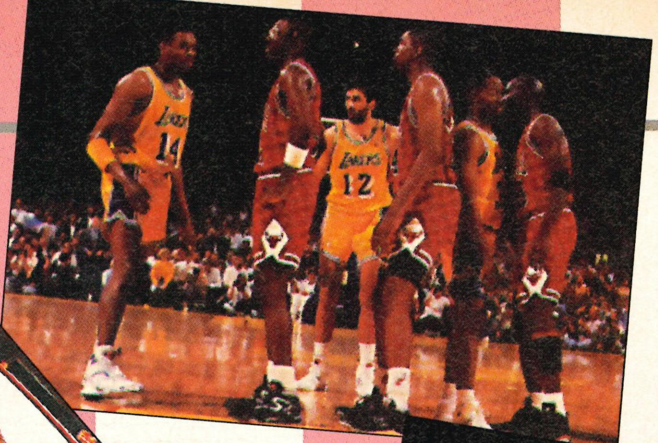
PROTIP Remember that if you are playing at simulation level you must substitute tired players. If the FTG rating of a player reaches one then that player is effectively useless.



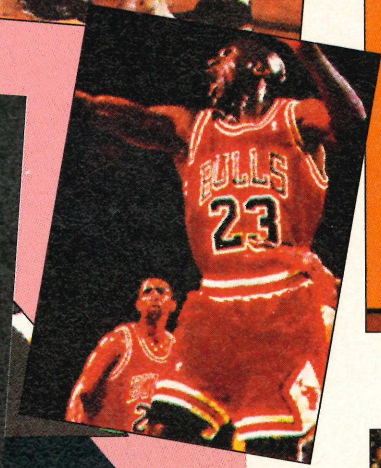


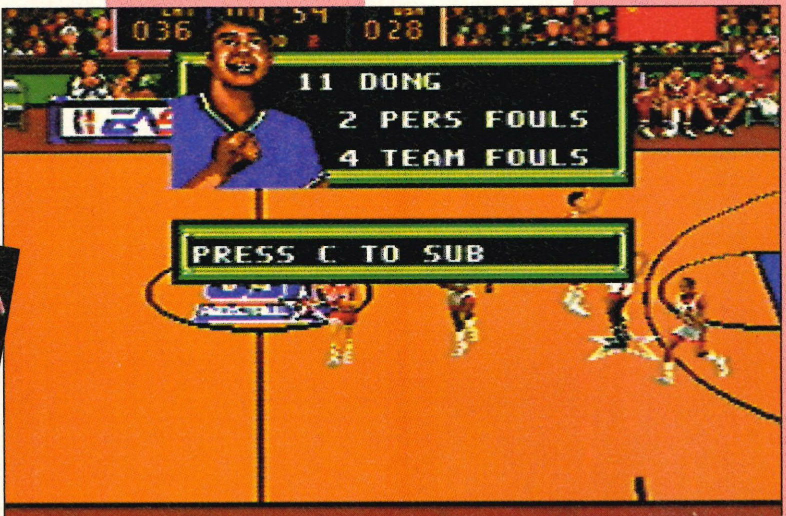


Believe it or not, Michael Jordan used to have hair!

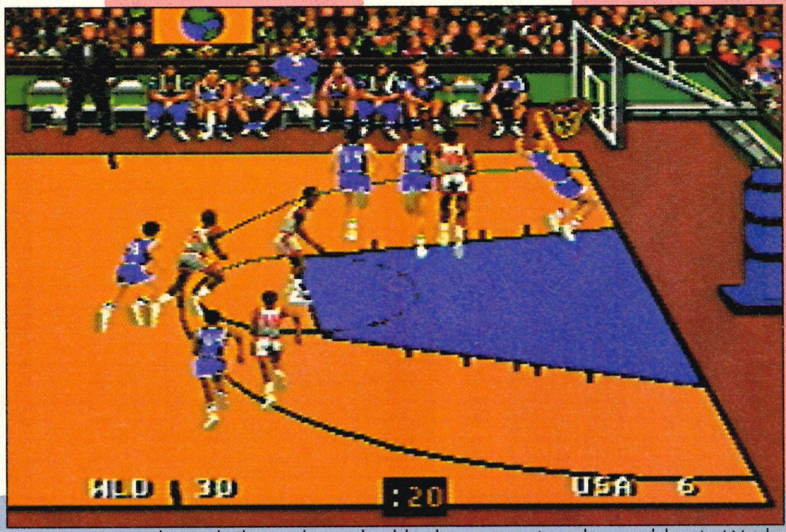






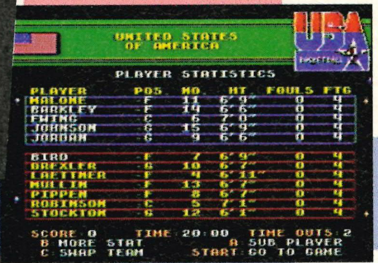


It's a fair cop! I kicked him and confess to enjoying it. Still a foul is bad news especially when it's soo close and there's not much time left on the clock. Could be a nightmare of huge proportions.



Slam Dunk! The crowd go mad and the players engage in much too much hugging! Not the loosers of course They're almost down and out . Not like the All World team is it?



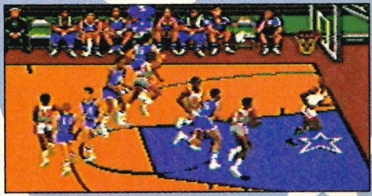


The players statistics. Choose carefully. It's the difference between success and failure!



The Option Page. 'Tis user friendly and includes positive elements not seen elsewhere!





The animation too can be rather sad. The players do not look as though they are passing the ball and you hardly see the basketball as it drifts down the net.

Sound effects are rather sparse. Used to the squeaks, groans and cheers of *David Robinson's*, I began to wonder whether everyone in the audience had been in an horrific accident making them all mute.

Admittedly the game has playability. It is addictive. But then so too are other, better games of the genre. I also found *Team USA Basketball* challenging – even with the so-called Dream Team playing.

So if basketball is your life and any variation of its theme sends you into raptures buy this. However, there are too many other, better versions of the sport.

● **David "Robinson" Westley**

PROFILE

TEAM USA ● ELECTRONIC ARTS ● £39.99 ● OUT NOW

CART SIZE	8Mbit
PLAYERS	2
STAGES	n/a
SKILL LEVELS	3
FEATURES	versus, teamplay

SUPPLIER
Electronic Arts
90 Heron Drive
Langley
Berkshire
SL3 8XP
(0752) 549442

GRAPHICS 67
▲ Sprites are large and very well drawn.
▼ The animation is abysmal.

SOUND 53
▼ Very few sound effects.
▼ Poor muzak throughout the game.

GAMEPLAY 71
▲ The controls are well mapped out.
▼ Not on par with other basketball games.

CHALLENGE 72
▲ Good range of difficulty levels.
▼ It's fun beating the USA.

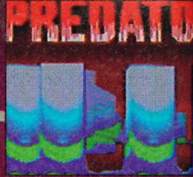
Accurate to the Dream Team, but not involving enough to be great fun.

PROSCORE 70

 Look out for him in Jam, Michael Jackson's latest video.









PREDATOR

MEGA DRIVE

Downtown LA in 1997 is hot, and we're not just talking about temperature here! Rival Jamaican and Columbian drug gangs hawk their wares on every street corner for all and sundry to sample, killing anyone who tries to stop them. Many police officers have died but still more have gone missing.

As Lieutenant Harrigan, your job is to clean up the streets and strangely enough that's about the time the weird murders start. Men are found all over the city, killed by having their chests ripped open and then strung up like headless chickens. This can only be the work of one person, or more precisely, one thing...



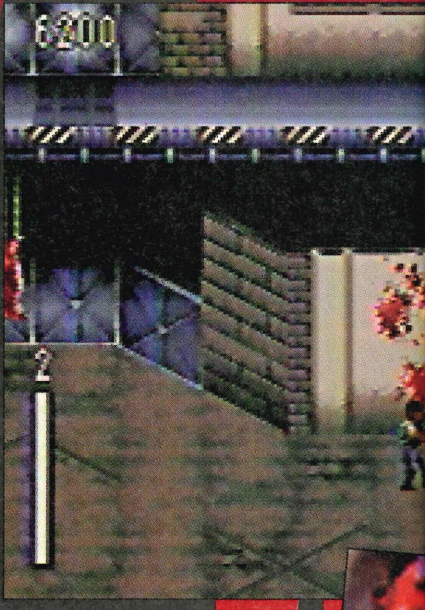
Whaddya know, even though they meant well, the helpful bods at Flying Edge just couldn't get a copy of Predator 2 to us in time (Sega won't let 'em release it in the UK till early next year!). And that's where those extremely useful people at The House of Fun, 130 Purewell, Christchurch, Dorset BH23 1EU came in handy. Give 'em a bell on (0202) 485100 and for just £39.99 Predator 2 could be yours.

The big-game hunter from outer space has returned to our humble little planet to kill some time. It's invisible, it's armed to the teeth and it kills humans for sport.

The game begins with a predator's-eye view of LA which looks very spooky indeed. The obligatory options screen has an abundance of choices for a change, with three difficulty settings and music/sound effects testing. The game also features a handy password continue system, which allows you to jump all the levels you've previously completed.

PROTIP **Switch off the auto-weapon select – it saves time but often picks wimpy weapons and is no substitute for DIY.**

The action starts with a digitised movie picture which looks good and also tells you how many hostages must be rescued. Arrows appear on the screen directing you to the nearest Terry Waite or to the next stage. Linger too long in any one section, and the fearsome three-dot sight of the predator appears. Should it reach a rope-bound unfortunate, they explode into





a spray of limbs, entrails and blood. Not for the squeamish!

Further mayhem is provided by the drug gangs. Trucks, taxis and motorbikes cruise around trying to turn you into just another road safety statistic, even a few helicopters are thrown in for good measure. Riddle them with hot lead and they drop all sorts of interesting

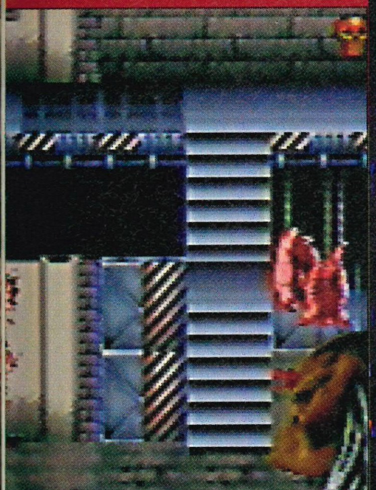


The last level's digitised pic features a trophy Alien.









drugs paraphernalia (which give bonus points when confiscated) and some very useful hardware.

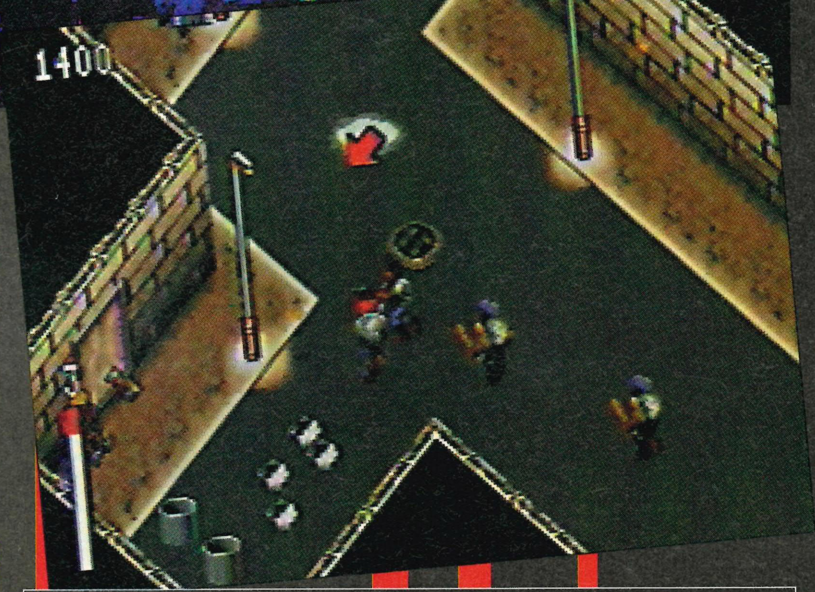
Our plucky lieutenant starts with a measly pea-shooter of a gun (Arnie would've been mortified!), but can acquire quite an arsenal of grenades, shotguns, flak jackets and even a few alien weapons carelessly left behind by an absent-minded predator! You can carry loads of weapons and switch between them using the joypad.

Later levels see the predator himself appear onscreen.Whack him a few times with a grenade or shotgun, and he retreats to fight another day. The final level takes place inside his ship, where he invites along a few buddies to the party – and if that wasn't enough, you've also got to rescue 23 hostages!

The sprites are clear, if a little on the small side, but the backgrounds are well-drawn, colourful and scroll smoothly. Everything in this game is viewed from a 3-D perspective view, so finding your way around takes a little getting used to. The sound and music makes up for this, clattering gun fire and grenades whistle out of the speakers, almost drowning out the shouts of the hostages for help.

This game, while being nothing new, still thrills and excites the mind while at the same time freezes it into terror whenever the predator makes a dramatic entry. The single gripe is the collision detection, the 3-D system takes some getting used to but even so there seem to be some major mistakes. Difficulty is set more or less perfectly on normal level, where as the other settings take the game to its two extremes. It'll be a tough one to beat, though.

● **Dino "Extra-Terrestrial" Boni**





All the hostages have been freed, so it's time for a quick exit – roll end credits...



Minus one hostage! The unluck chap now flying around the screen was dispatched by the Predator! Better be quicker to free the hostages next time.



Whirlybird ahoy! These pesky choppers pop up occasionally to make life difficult by sending large amounts of hot lead your way!

PROFILE

PREDATOR 2 ● FLYING EDGE ● £TBA ● JAN 93(!)

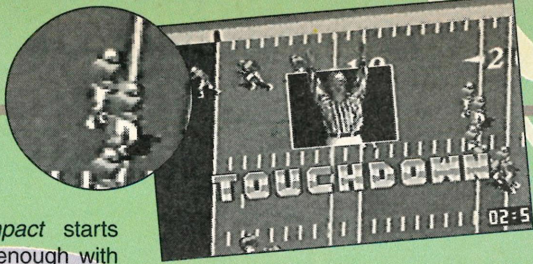
CART SIZE	4Mbit	SUPPLIER
PLAYERS	1	Acclaim UK
STAGES	7	4 Walcote Place
SKILL LEVELS	3	Winchester
FEATURES	password	Hants SO23 9AP
		✆ (0962) 877788

GRAPHICS ▲ Mean, colourful sprites and backgrounds. ▲ Digitised pics add that little something.	85
SOUND ▲ Music is listenable, and you can turn it off! ▲ In-game FX makes the game sound violent.	78
GAMEPLAY ▲ Violent and satisfying ▼ Dodgy collision detection.	76
CHALLENGE ▲ Tough to beat on normal, though. ▼ Easy level a bit too easy.	81

A must for all fans of the film, but get it anyway for a great blast.

PROSCORE 80

The monsters fought in the Dark Horse comic Alien vs Predator.



American Football is one of the most brutal and expensive sports in the world, and being American there's a whole slew of games based on it, from straightforward sims such as the coach-endorsed *John Madden '92*, to the talkative quarterback-endorsed *Joe Montana II* and the futuristic clash of robots in Sega's *Cyberball*. Indeed, you can expect another version of *John Madden* by the year's end, this time mixing in more violence and classic teams from the annals of sporting history.

It's a competitive market and Arena's contender is based on a Midway coin-op which, at 50p per quarter, is considerably more economic in its cart version. *Super High Impact* combines the rules of Am Football and the aggression of *Speedball* to create one of the most potentially explosive games around.



First down! Well drawn sprites and plenty of digitized animated windows give a real coin-op quality feel to the bruising action.



Use the joypad to scroll through 30 plays, highlighting three from which you can make a secret selection with the fire buttons.

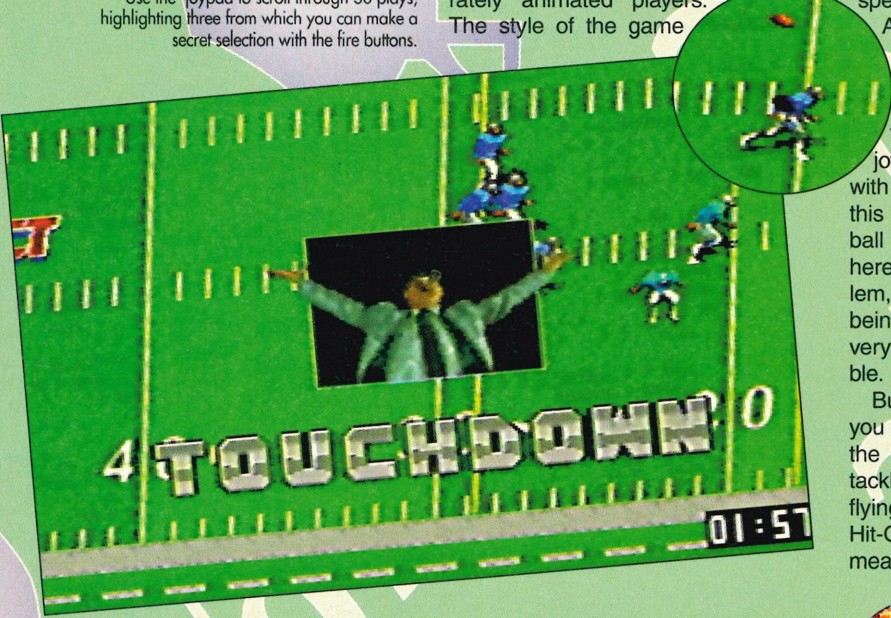
Super High Impact starts conventionally enough with options for playing against the computer, another player or co-operating with a player against the computer. Options includes the predictable quarter length control (2-5 minutes), grass or artificial surface, and also fights on/off! There are 18 teams to pick from, including San Francisco and Miami, but also Africa and Europe, while matches can be played at three different difficulty levels.

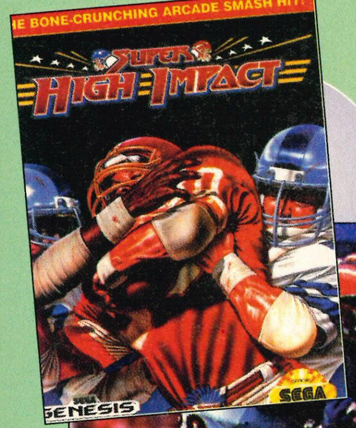
A nicely animated coin spins to choose who receives first, then it's into the game proper. There's a *Joe Montana*-style side-on perspective with some smallish, but accurately animated players. The style of the game is well illustrated by the kick off – hammer all the buttons as fast as possible to raise a power meter!

After the kick off you get a choice of plays; there are 13 offensive plays (plus punt and conversion) and 15 defensive. Plays are arranged in groups of three, the joypad scrolls between them with the selected group highlighted orange while your selection of a play within the group is kept secret.

As you'd expect of a coin-op, control is relatively simple – there's even a turbo-button which gives the player you control a brief burst of blinding speed. You can also spin and jump. At the line of scrimmage, you press A to snap the ball back to the quarterback. Easily visible arrows float above the head of the players being controlled by joypad. You move the quarterback with the joypad then press A again, this time with a direction, to send the ball rocketing towards a receiver. It's here the perspective can be a problem, with the receiver occasionally being offscreen. Plays can also be very long and control isn't that flexible.

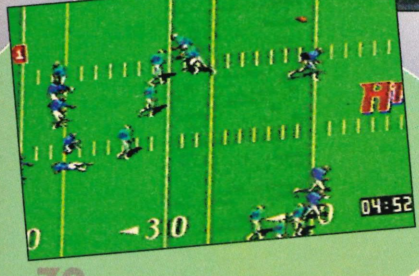
But what about the fighting, I hear you cry. Some idea of the violence of the game is given by "high impact" tackles which send shoulder-pads flying and occasionally bring on the Hit-O-Meter, a vertical bar which measures the force of a tackle



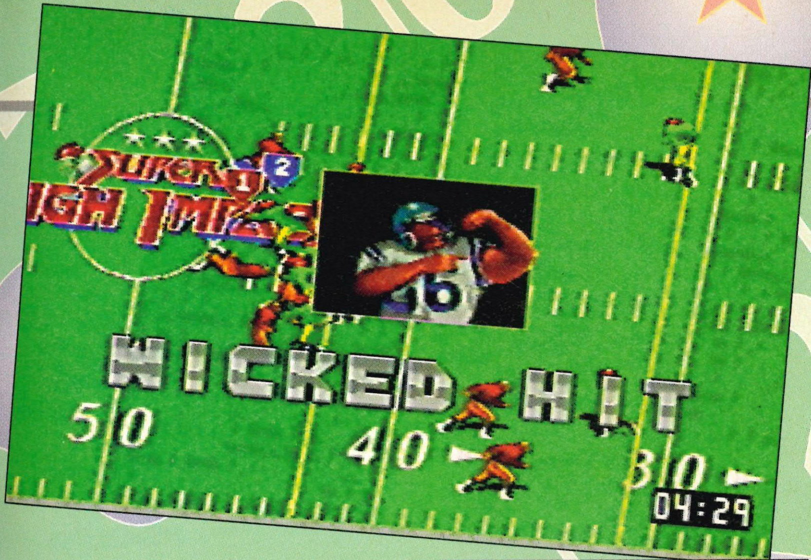


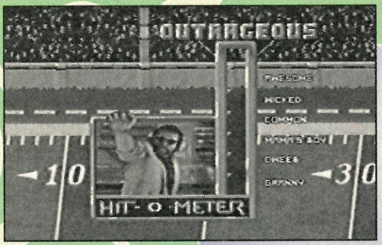




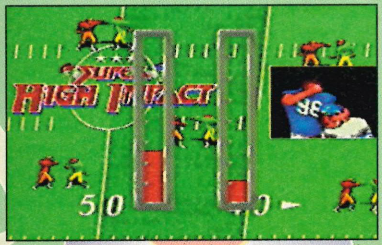


No official plans for a UK release yet, but Flying Edge should get it.



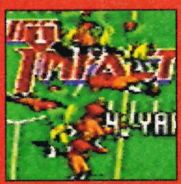


The ultra-violence of the American football reaches a new peak! The power of the rough-est tackles gets measured here.



Fight! Hammer the fire buttons to win in this nicely animated but optional sub-game.

PROTIP



When on the defensive side, select the player nearest to the quarterback and as soon as the ball is snapped use button A to turbo through the offensive line and sack the quarterback.



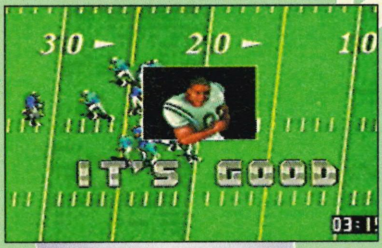
The ref rules a pass incomplete while below a team member celebrates success. The game's fairly simple but slim US instructions don't explain footie basics for absolute beginners.

between Granny and Awesome. Hit Awesome and the DJ hits you, a neat effect which sees a fist smashing through your TV!

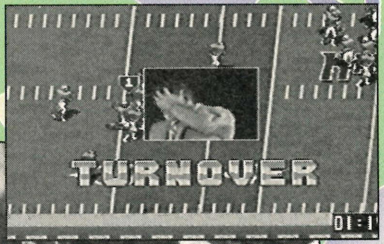
Unsurprisingly, players can get a bit wound up by these violent tackles and occasionally fights break out. Hammer all three buttons to send your fight power to the top before your opponent. It's a fun interlude between plays, especially in two-player mode, but what effect it has on the overall game isn't specified.

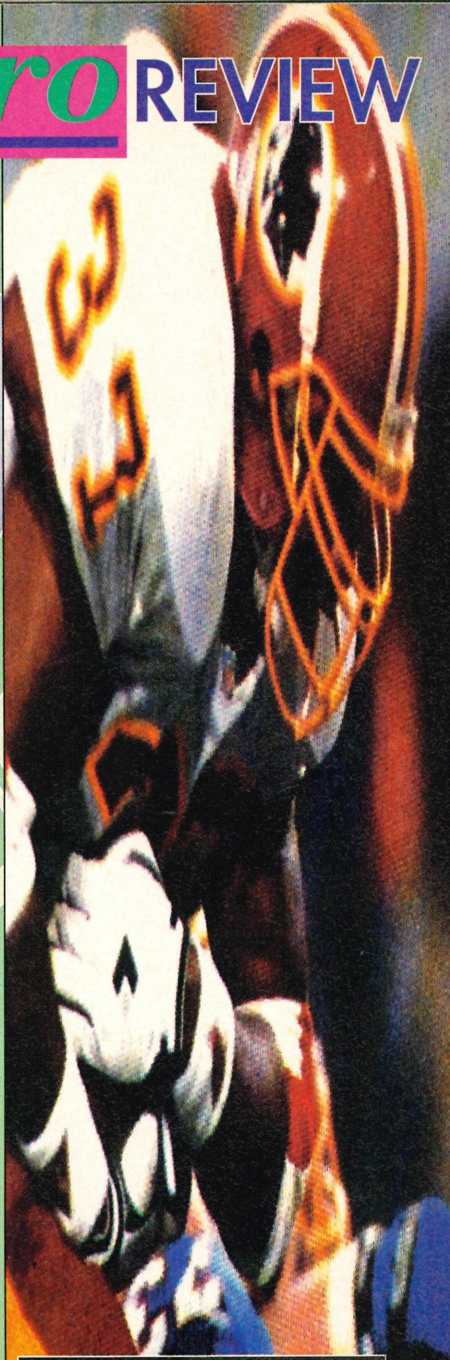
Super High Impact certainly has lots of nice presentation; there are animated windows which appear showing your manager reacting to plays, plus there's a fair bit of speech – "Ah! My knee!" – crunching sound FX and okay music. The game itself is reasonable fun, but incredibly there's no league for long-term challenge and plays can often cover most of the pitch with a single throw. It's definitely more of an arcade game than a sim and while it certainly provides some high-energy entertainment in the short-term, over the longer term *Madden* remains king.

● **Stuart "The Toaster" Wyn**

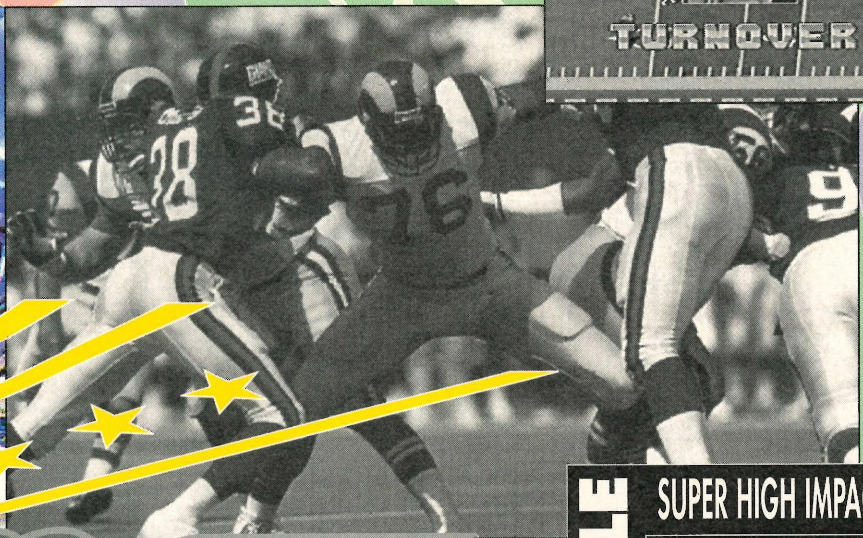


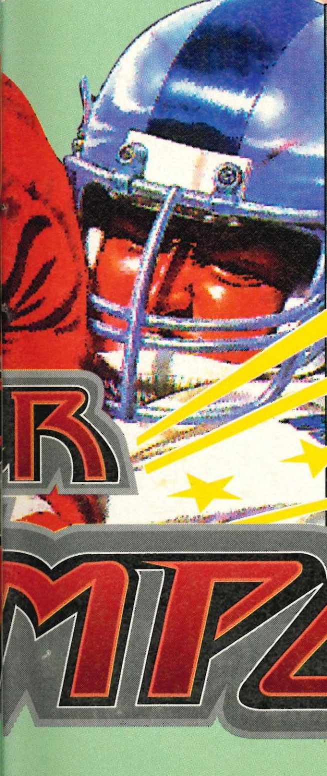
The manager's reactions are the funniest in the game and almost make messing up a play worth it just to hear him moan in agony!





GRAPHICS ▲ Small, but well animated players. ▲ Plentiful digitized sequences enliven play.	83
SOUND ▲ Good FX and fun samples. ▼ Samples a little crackly.	82
GAMEPLAY ▲ Fairly easy to get into. ▼ Not much depth.	74
CHALLENGE ▲ 18 teams, 3 difficulty levels. ▼ ...but no league.	72
An innovative and fun with more than enough violence for most fans. **PROSCORE**	73





PROFILE

SUPER HIGH IMPACT ● ARENA ● £36.95 ● IMPORT

CART SIZE	4Mbit	**SUPPLIER**
PLAYERS	2	AMS Electronics, 9 Hay Lane
STAGES	n/a	Kingsbury
SKILL LEVELS	3	London NW9 9EL
FEATURES	versus, teamplay	(081) 4502166

John Madden '93 features head-butting!

pro TIPS

THE BIG GAMES BUSTED EVERY MONTH BY THE UK'S TOP SEGA PLAYERS!

ProTip of the month will win the sender three carts of their choice – which means you could win yourself up to £150 -worth of Sega software just for sharing your gaming secrets with the world of Sega owners! Winners for each month will be contacted – don't ring us, we'll ring you!

You can send your tips to us in any of the following ways:

WRITE

Use that tried and tested method of putting pen to paper and transcribing your secrets for the world to read. Send your wads of paper to: *ProTips, SegaPro, 7a Wicker Hill, Trowbridge, Wiltshire BA14 8JS.*

FAX

If you can pick up the phone but are to afraid to speak to anyone down it, you can scribble your tips down and fax them to us on (0225) 777869. Send them any time of the day or night and mark them for the attention of ProTips. Don't forget to include your name and phone number!

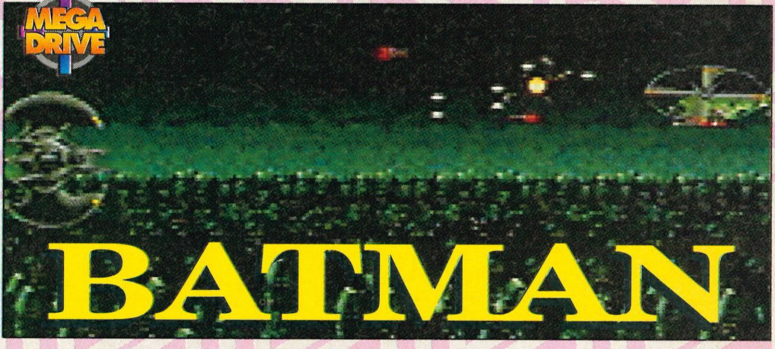
PHONE

The SegaPro Tips Donation line operates between 4:00pm and 5:30pm Monday to Friday. Just ring (0225) 765086 and ask for the ProTips department. Please only use this number for SHORT tips, we cannot accept whole solutions down the phone as it ties up the line for other callers. Don't forget to give your name and telephone number. Any calls received outside of these times cannot, unfortunately, be accepted (the ProTips guys have to work too, you know!).

MEGA DRIVE

MASTER SYSTEM

GAME GEAR

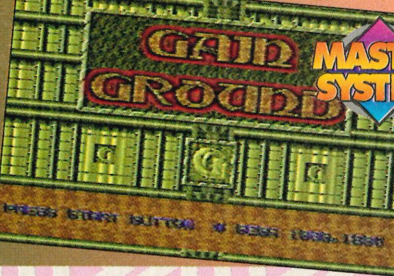


BATMAN

At the far right of the Museum's first level is a 1-UP; collect it and jump onto the moving platform. When the ground disappears, return to the same place and another 1-UP is yours!

GAIN GROUND

When the game displays the stage number that you are currently on, press UP or DOWN on the joypad to change it, allowing you skip levels in leaps and bounds! Sadly, this cheat only works before the end of the third round. Most excellent thanks go to **Christopher Jeans** of Cardiff for that one.



BUBBLE BOBBLE

We've had loads of phone calls to the office pleading for help with this nifty little game, so here goes...

The crystals are located on levels 10, 50 and 90 and you'll find the key on level 115. To collect it, put at least one monster in a bubble but do not kill any of them. Wait until the ghost appears, and a door will materialise on the right-hand side. Enter this to collect the key.

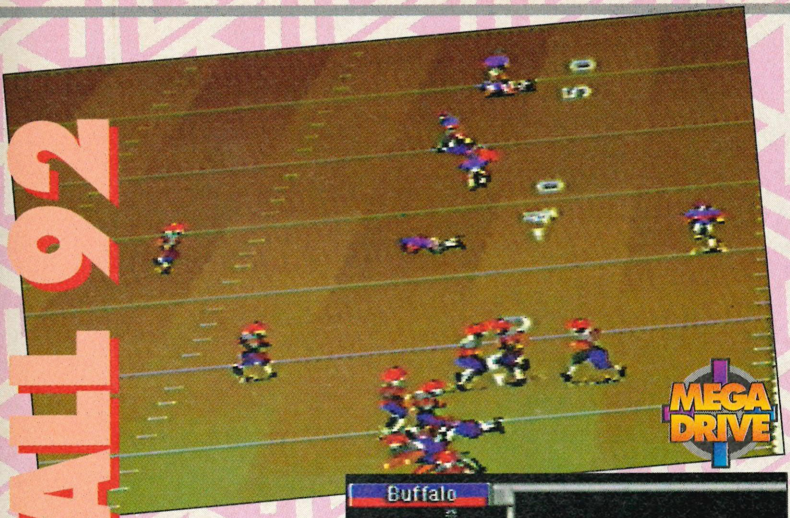
Also, here is the code to get you to game 200: 9S5CLNN3. Thanks go to **Mrs J Parsons** and **Karl Wilkinson** for those invaluable snippets.

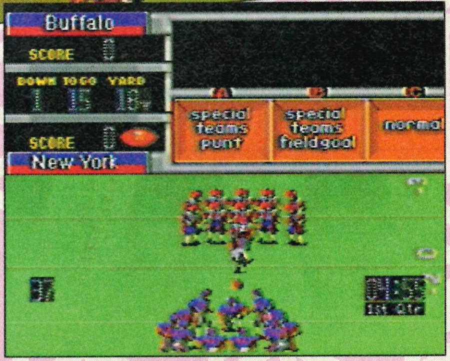
DAVID ROBINSON'S SUPREME COURT BASKETBALL

Alastair McCrea-Steele of Waresley sent us a joypad-saving code for this most excellent game. He also says that LA are the best team by far, so jump to it! JA1TuZYYA gets you to the final.



JOHN MADDEN'S FOOTBALL 92



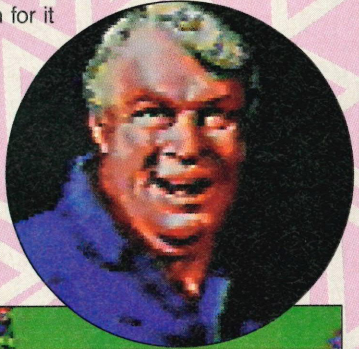


Paul Brown has sent in a complete guide to this classic game, including the well know play-off codes cheat. But what is amazing is that he has produced a guide for every single play in the game! WOW! As space is tight, here are some of the best plays to use.

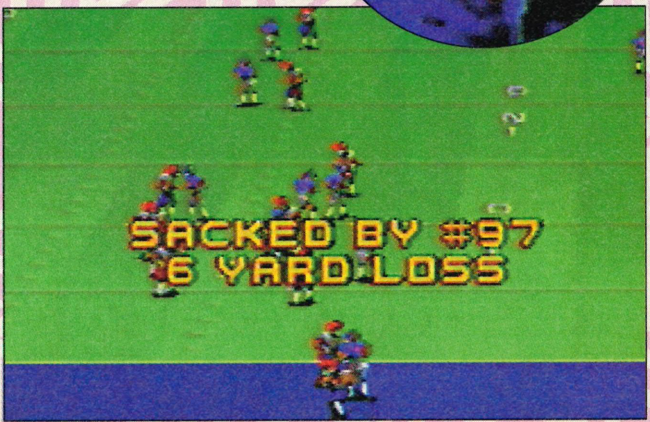
Hands – Shotgun – Deep-outs
Always a good idea to chuck one of these at the opposition now and then just to keep them on their toes. If you're really lucky, it might just come off.

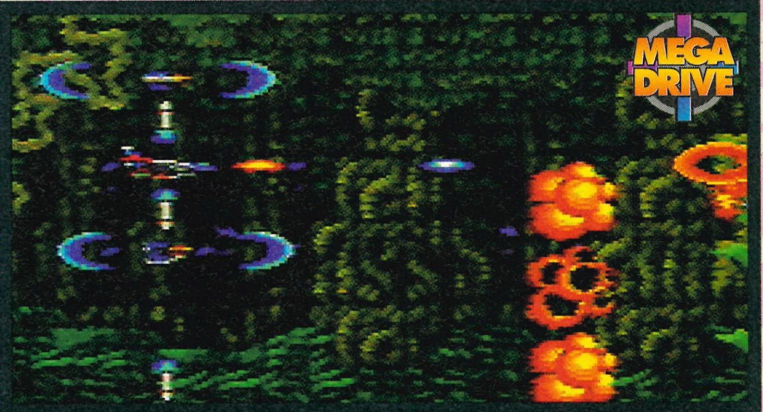
Nickel – Cover – Bump & Run
This formation should cover you against most passing plays, provided you blitz the quarterback before he passes. If you don't manage it, you've got a lot of catching up to do with the receiver.

Fast – Near – HB Screen
Wait for receiver B to run behind the line of scrimmage, call the snap, pull the quarterback back a few yards and immediately pass to receiver C. He should be in plenty of space to make a run for it up the right side-line.



Normal – Goal line – Flood Left
This is one of those plays that works only when you least need it! Its best use is when you only have a few yards to go and don't want to risk the punt.





THUNDERFORCE III

Joseph Llovit down in Abu Dhabi (no kidding!) sent us a little beauty for this brill shoot-'em-up, but you need a turbo-fire joypad to make it work. Just set the autofire on button C while shooting with button B to fire all the available weapons at once!



THE TERMINATOR

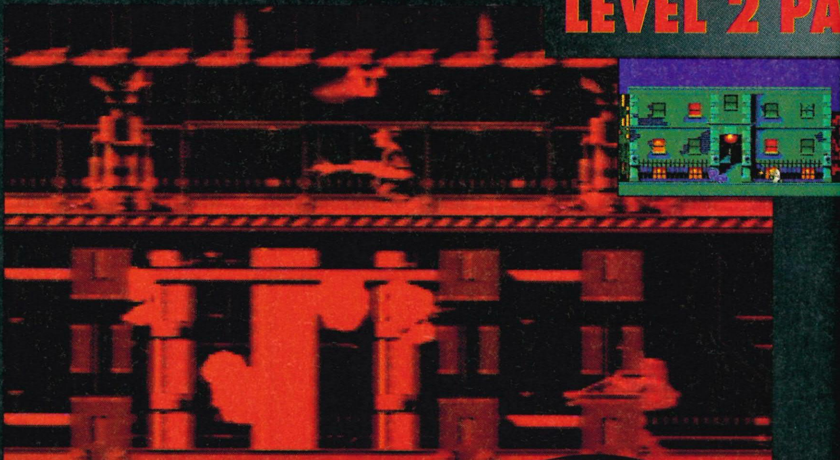
MEGA DRIVE MASTER SYSTEM GAME GEAR

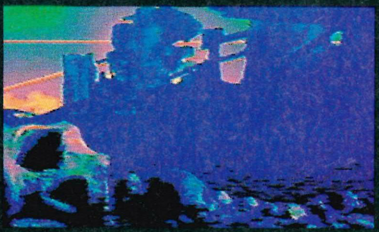




Here we go on the complete guide to Virgin's tri-format cracker, *The Terminator*. All versions of the game are very similar, so whatever format you own, this comprehensive step-by-step guide should help you put Arnie six feet under!







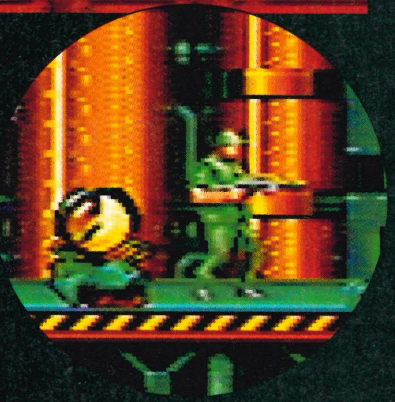
LEVEL 1

The first level of the Terminator is set in Los Angeles 2029, in the aftermath of the nuclear war. You play Kyle Reese throughout the whole game and on this level the object is to destroy the reactor that powers the defences of the time displacement equipment. Your main enemies on this level are the multitude of Terminator cyborgs who are armed with flex guns and are quite willing to blow Kyle away on sight.

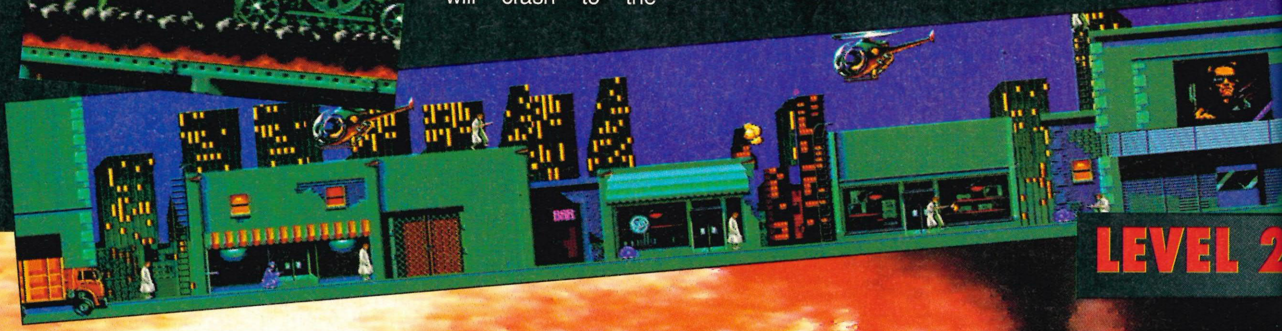
You begin with unlimited bombs that can be thrown in the air or rolled along the ground, but you can collect timer bombs and the gun later for maximum devastation.

First of all, run to the right until you come to the huge war machine that shoots laser bolts at you. The way to kill this gargantuan machine is to stay directly in front of it and throw your bombs at the head. Each hit will damage the laser gun and it will stop firing long enough to throw another bomb and not get hit. The war machine takes ten hits and as soon as it explodes, keep running to the right to push the Hunter Killer aircraft off the screen and avoid their missiles. Inevitably some of the missiles will get through and Kyle must use his bombs to clear a path. Three high hits on the Hunter Killer's nose and it will crash to the ground allowing you to run on safely.



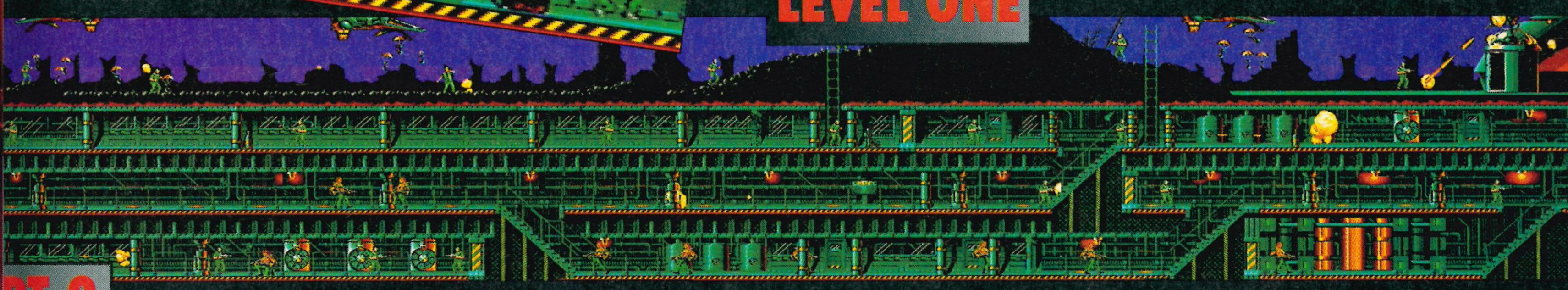


Further to the right is a ladder, go down and if you are playing on easy mode then the gun will be waiting at the bottom. If not, then Kyle will have to bomb his





LEVEL ONE



RT 2



way to the bottom left of the base where a large robot is guarding the gun. From the ladder, go left and destroy the bulkhead door with one of the special timer bombs. Notice that when a timer bomb explodes, it takes everything on the screen with it – this is very useful if Kyle gets trapped by loads of Terminators. Keep going left, shooting all the terminators that get in your way. Kyle will eventually come to a staircase going down. If you keep going left then another set of timed bombs will be waiting at the end.

There is a cheat with the bombs which only works if you stand on top of the icons when they appear. Collect the first batch of bombs and wait five seconds for another set of three and another five seconds for a final set. You should have no trouble clearing all the bulkheads and finally the reactor with this many bombs in your pocket. This trick works whenever you find some bombs, including right at the start.

Go right, down the stairs and take the upper path destroying all the terminators. When the path splits again, go down and destroy the bulkhead before some more stairs and heading right until you drop down. Just to the left is the reactor which is surrounded by gas tanks and pillars. Plant one of the timed bombs right in the centre and leg it up and left as the bomb explodes taking all the terminators on screen with it.

Now you only have 44 seconds to escape the base and get through the time machine. From the reactor, go up, left and when the path splits into two, go up and right again until you come to a ladder. Head straight up the ladder and don't stop running until you hit the time machine. A Hunter Killer will try to get you but all the bombs should miss if you keep running. Now you are transported through time to LA 1984 where you must rescue Sarah Connor from the Terminator.

LEVEL 2

After the horror of the holocaust, you may think that Los Angeles 1984 is a bit of a doddle, but think again. Reese is hunted by the police (if you want to know why, watch the film) and only has a limited time to reach the Tech Noir nightclub where Sarah is waiting. The Terminator knows this too, and is closing in on her!

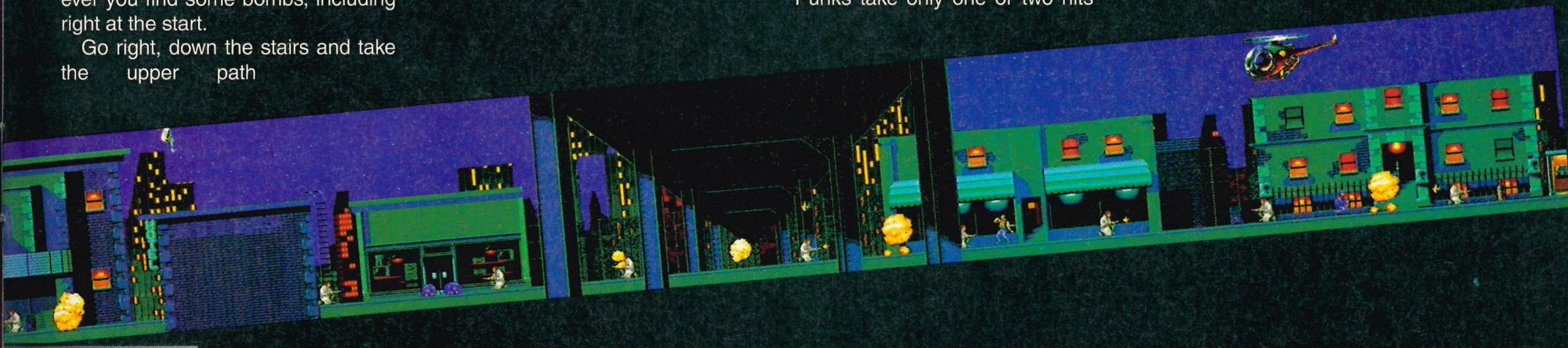
Your weapon on this level is the humble shotgun. It may sound like a cool thing to have when facing the Terminator but it is about as useful as a chocolate teapot. The streets of LA are fraught with danger in the form of the city's finest, blowing chunks out of you, and constant harassment from punks with petrol bombs. The Pros recommend maximum force on this level with a dose of no mercy thrown in. As soon as you see a policeman or punk, tap the fire button repeatedly to waste them. Punks take only one or two hits



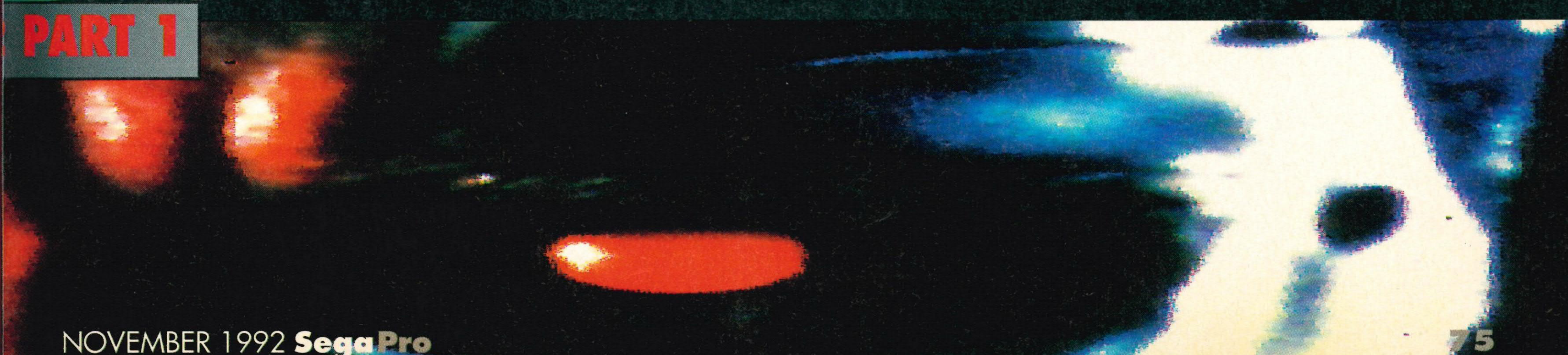
before they vanish but cops can withstand three or four direct hits before they fall to their knees and even then they are only stunned!

From the start, take the first ladder up and stay on the roof as long as possible. Helicopters will fire missiles at you but you can easily dodge or shoot them. If you stay on the ground they you will be overrun by cops and find yourself trapped in a dead end. Climb ladders at every opportunity and use the flag poles to leap long distances between buildings.

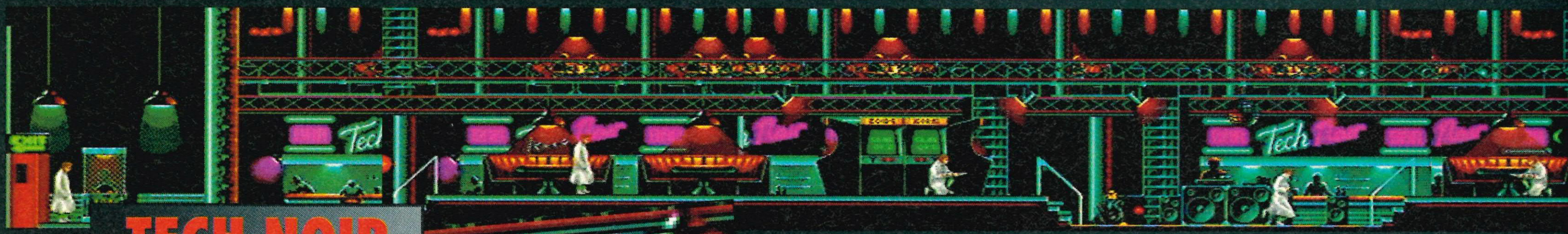
Halfway through the level there is a building site and a



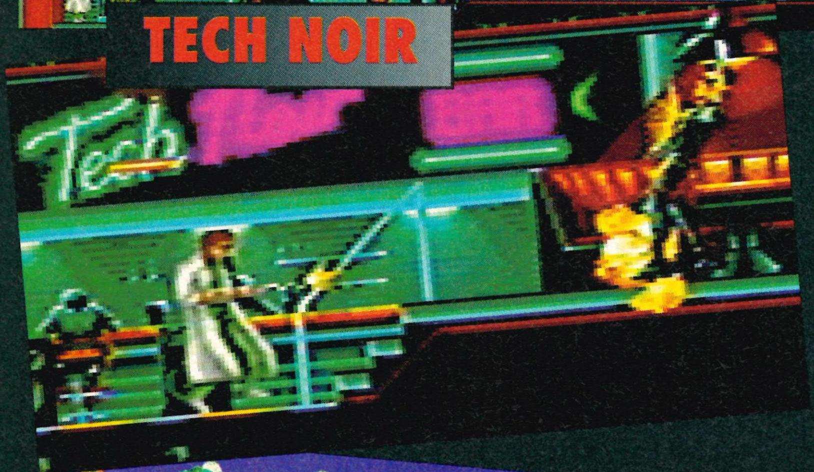
PART 1

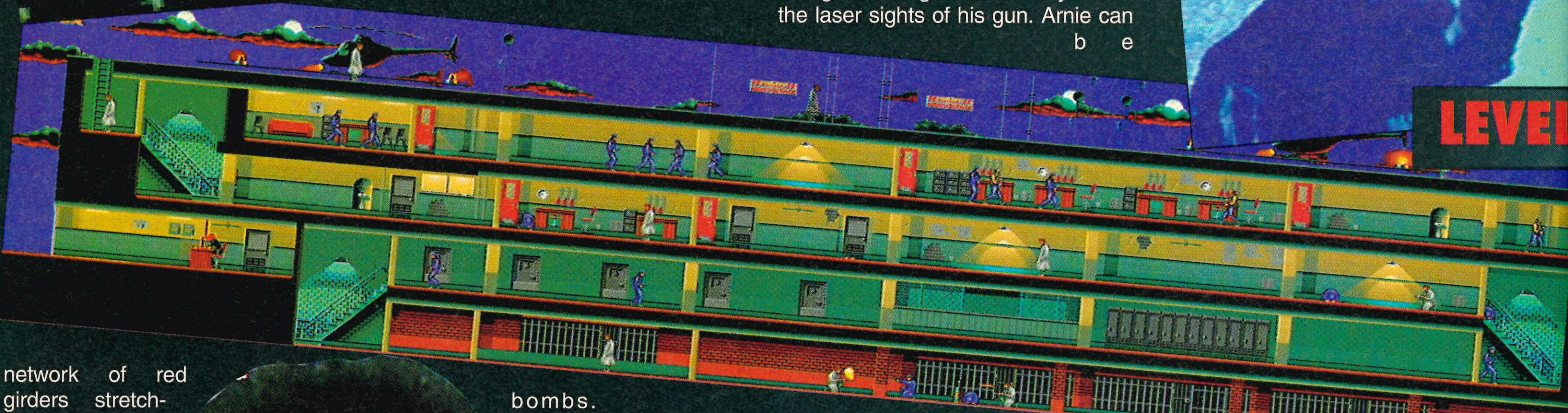


THE TERMINATOR

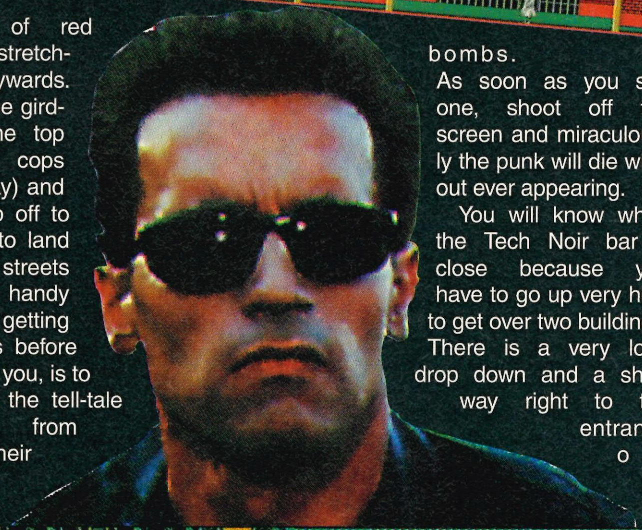


TECH NOIR





network of red girders stretching skywards. Run up the girders to the top (shooting cops on the way) and then jump off to the right to land on the streets again. A handy way of getting the punks before they toast you, is to watch for the tell-tale explosion from one of their petrol bombs.



As soon as you see one, shoot off the screen and miraculously the punk will die without ever appearing.

You will know when the Tech Noir bar is close because you have to go up very high to get over two buildings. There is a very long drop down and a short way right to the entrance of the bar. The cops will intensify their attack near the bar so be prepared for an onslaught from both sides. Keep firing madly and switching from left to right to take them all out.

The Tech Noir nightclub is deserted, not because it is in Trowbridge but because old Arnie (the Terminator) has been surreptitiously blasting everyone with his Uzi 9mm. Sarah is hiding at the back of the bar and the Terminator stands in your way. Kyle first encounters the Terminator near the disco so crouch and get blasting as soon as you see the laser sights of his gun. Arnie can be hurt off screen, the same as the punks, so use the time to get some good hits in.

After a constant stream of fire, the Terminator will give up the ghost and get blown to the ground, however... shock horror, he gets straight back up again! Knock him down three times and he flashes momentarily, which is when Kyle should run through him and rescue Sarah. If you stop to take another shot at Arnie, he will blow you away, so it's best just to grab the girl and leg it.

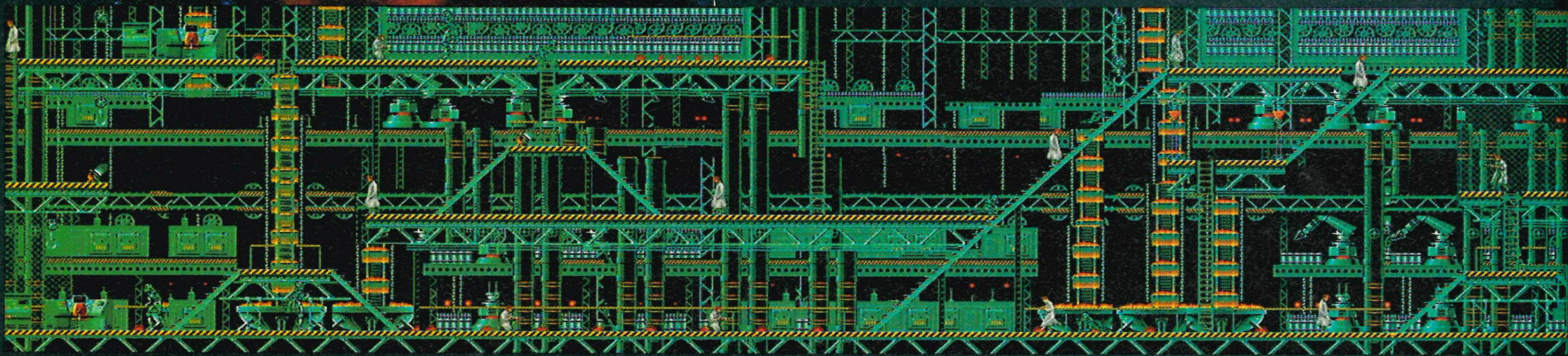
LEVEL 3

This level is set in the police station where Kyle and Sarah have been captured following a high speed car chase with the Terminator

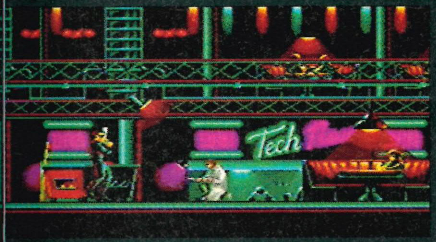




(not see in the Sega game unfortunately). Again, it's just a question of blasting everything that moves and making it through the cop shop to Sarah who has got nothing better to do than wait to be killed. The same enemies attack you as in level two, so use the same tactics, but more





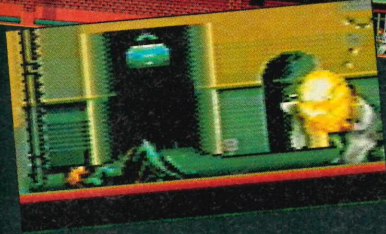


cops line the corridors and if Kyle gets caught on the stairs he's history. There are four staircases in the police station and if Kyle is hit on any one then the enemy will just mash him to the ground taking all of his energy instantly. If you see someone coming down the stairs towards you, turn around and get onto flat ground to deal with him. Don't try any of that Rambo stuff, it will just get you killed (this isn't the movies)!



THREE





The route through the station is very straightforward and it is impossible to get lost as long as you keep moving. While we're on the subject, does anybody think it is strange that to get from one side of the station to the other, you must climb out onto the roof? Never mind...

Just after you have re-entered the building from the roof and gone down the second ladder, that old rascal, the Terminator, appears again so knock him down three times and run through him and up the stairs to Sarah. This confrontation is made worse by the fact that there are so many police around. Many times it is possible to be shot down or trapped by a cop who delays you long enough for the Terminator to get a bead on you. However, as long as you keep a cool head and a clear chamber, you should complete this level no problem.

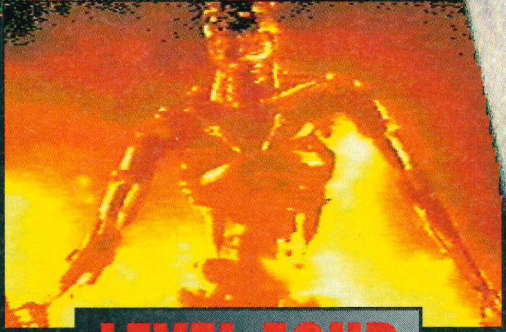
LEVEL 4

Reese and Sarah escape from the burnt out husk of the police station and make it to a deserted factory. By this time, the Terminator has had all of his skin ripped off in a high speed crash and so only the alloy endoskeleton remains.

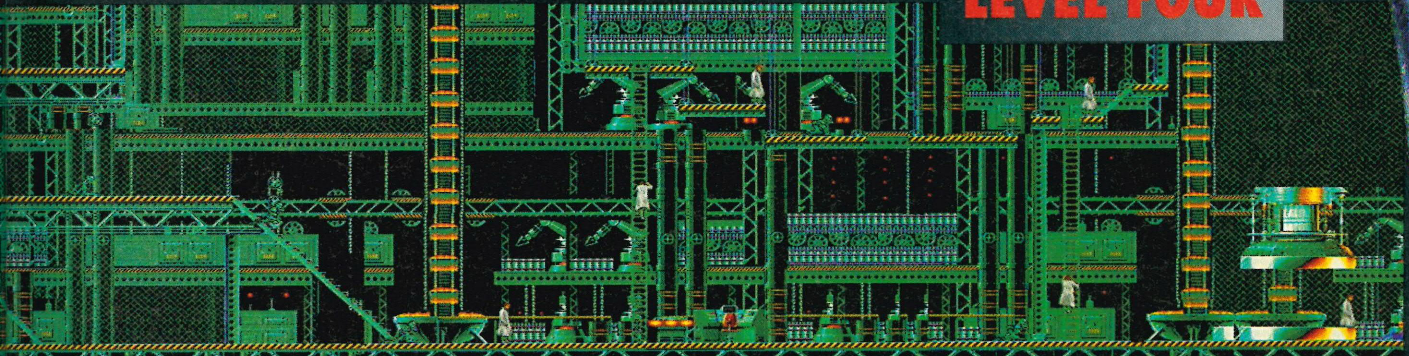
Go right from the start point, blasting the Terminator at every opportunity. Again, if you get caught on steps then Kyle is a dead duck so retreat if necessary to deal with persistent foes. Keep heading right on the lower levels and run up a long set of stairs. By now the endoskeleton has been reduced to just the torso and is impossible to kill with your gun or even to jump over. The only way to avoid this second stage Terminator is to get above it and jump, such as on stairs or a ladder. If you are trapped with a Terminator waiting at the bottom of a ladder, go off the screen and it will vanish.

There are plenty of dead ends on this level so learn the whole layout so that you are not trapped. Remember, if you die on this level, you have to go all the way back to the beginning.

Go down the ladder at the top of the steps and keep heading right and over any obstacles. At the end is a long ladder going up. There are four small platforms that you have to jump across but there is a Terminator waiting on each one. Walk to the very edge of the first platform until the Terminator stops appearing and do a standing jump to the right. Repeat this until you reach the next ladder going down, follow it and immediately go right to miss a crafty Terminator skulking in the shadows. You will now come across Sarah who is waiting by the hydraulic press. Run under the press, the Terminator will follow and be totally crushed beyond all recognition. Hey, just like the film!



LEVEL FOUR





AMAZING MENACER GIVEAWAY!

Simply dial 0891 662550 and listen to the three easy multiple choice questions on the message. Fill in this coupon (or a photocopy of it). Alternatively, submit your answers on a postcard or the back of a stuck-down envelope. Send your entry to the address provided in the coupon. The first ten (that's right, ten!) correct entries pulled out of the bag on the 30th of November wins a Menacer. My answers to the questions are:

QUESTION 1	QUESTION 2	QUESTION 3
A ☐	A ☐	A ☐
B ☐	B ☐	B ☐
C ☐	C ☐	C ☐

Name ....

Tel no ....

Address ....

.... Postcode ....

Dial 0891 662550 now to get the questions to the competition. Tick the appropriate boxes on this coupon and send it (or a photocopy) to SegaPro Menacer Compo, Paragon Publishing, Durham House, 124 Old Christchurch Road, Bournemouth BH1 1NF. All entries must be in by 30th of November.

Calls cost 36p a minute cheap rate and 48p a minute at all other times. Please get permission from the person who pays the phone bill before calling. The winners will be announced in the next issue of SegaPro.



10 SEGA SUPER SHOOTERS TO BE WON!

You've read about it, seen pictures of it – now you can own it! Yes, it's absolutely true. SegaPro is giving ten lucky readers the opportunity to walk away with Sega's fabulous new Menacer light gun. If you're not convinced that Sega's super gun is the ultimate hardware attachment for your Mega Drive, then read on. First, the Menacer proffers incredible pinpoint accuracy from the gun to the monitor. Second, there is a binocular viewing sight and sturdy stock for increased aiming performance. Finally, there's a six-pack cartridge bundled with the gun which offers you challenging target practice and sensational blasting action. Go ahead, make your day!


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DYNAMO DINO'S pro TIPS HELP!

New kid on the block Dino has taken over the life-line for all frustrated joy-pad bashers everywhere. Send your enquiries or helpful tips to *Dynamic Dino's ProHelp, SegaPro, Paragon Publishing, Durham House, 124 Old Christchurch Road, Bournemouth BH1 1NF.*

● **Martin Smith** and **A McEworn** have both been tearing their hair out because The Kingpin doesn't want to die on the Master System version of *Spider-Man*. Well, my chums, just keep on using jumping kicks to his big bald head and he should keel over in a matter of minutes.

● **Martin Longman** from Ipswich can't find the first scroll in *The Ninja*. No problemo! It can be found on the first level after you've killed the transforming ninja. Happy hunting!

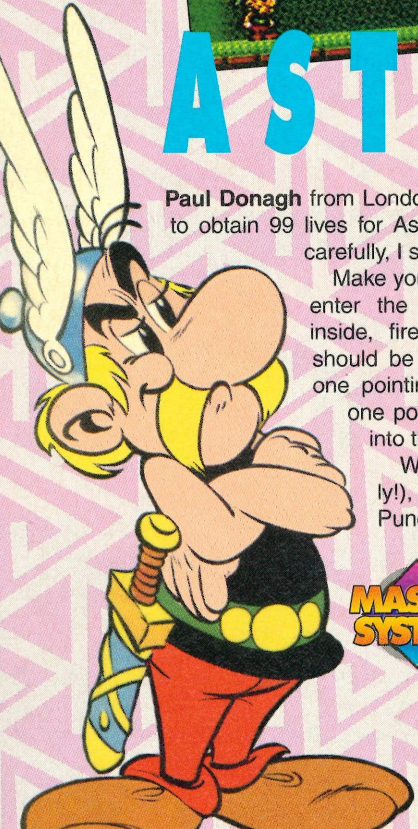
● **Paul Davies** of London has been having some problems with his pinball wizardry for *Dragon's Fury* on the Mega Drive. Well, Paul, try entering 0956335555 for 33 balls.

● Lots of people, and I mean loads, are stuck on the poison room in *Y's: The Vanished Omens* on the MS. Well, for all of you who wrote in (and those of you who suffered in silence), here's how to do it.

As soon as you enter the room, run to the door on the right and talk to the man. Read his message and when your life meter is full again return to the door on the left. Go back down to the tenth floor and go up the stairs on the right. While on the ledge, equip Aron with the hammer and break the pillars to make the poisonous room harmless.

Now I hope those soothing words have cooled you down for a few days. If not, then don't sit at home crying about it, get writing to me and I'll try to sort out your most worrying problems – preferably about Sega games!





ASTERIX

MASTER SYSTEM

Paul Donagh from London has come up with a nifty little way to obtain 99 lives for Asterix on this gem of a game. Listen carefully, I shall say this only once!

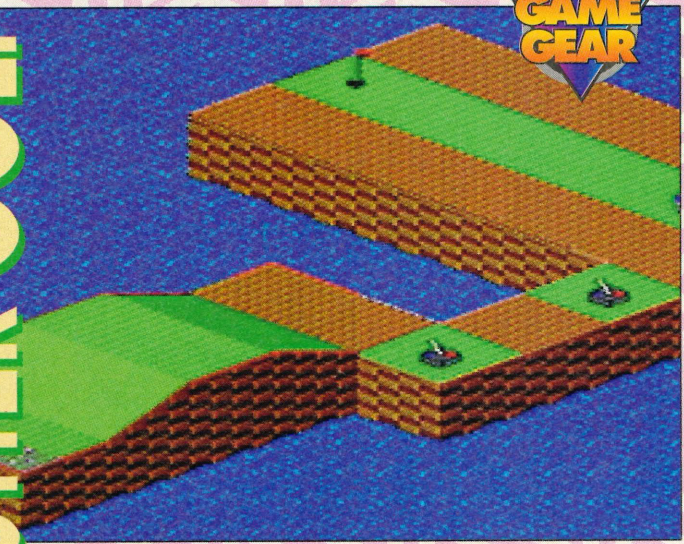
Make your way to level 4-2 (cannon level) and enter the cannon pointing north-east. Once inside, fire the other two cannons and you should be left with one pointing upwards and one pointing north-east. Place yourself in the one pointing upwards and send yourself up into the clouds!

When you land (in one piece, hopefully!), two pots will await your attention. Punch the pot adorned with bones and stuff and an extra life shall be yours. Return to the lower area and repeat until you have enough lives to complete the game. Many thanks, Paul!



PUT 'N' PUTTER GOLF

GAME GEAR



Mark Wiseman provides the goods for all you golfers out there. To reach the options screen, press button 2 and START when you turn on your Game Gear.



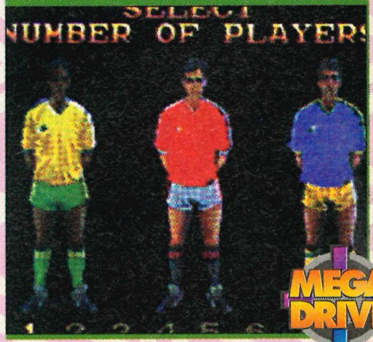


EUROPEAN CLUB SOCCER

Lee Pembroke of Romford sent in this code for all you budding Graham Taylors out there! Please note that it is for the Manchester United team.

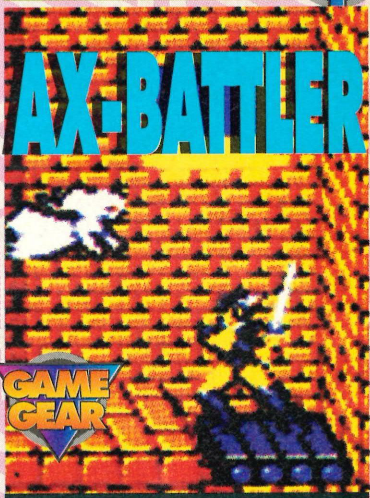
FINAL: J8NUABDIAE

Also, when confronted by a penalty shootout, just press button B and you will drive them home every time!



MEGA DRIVE

AX-BATTLER



GAME GEAR

The one and only **John Logan** sent in the rest of the codes for this Game Gear RPG, so polish your swords, and get battling!

Brookhill	JONL GBHB AIAP BBGG
North Valley	CMEJ JAKM NKPK IPFP

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DRAGON'S FURY



M Martin from Wolverhampton put pen to paper to send in this tip for this great pinball game. When the ball is shot from the spring, press B to hold the right-hand flipper up and lo and behold, the ball should whizz up to the top section of the table.

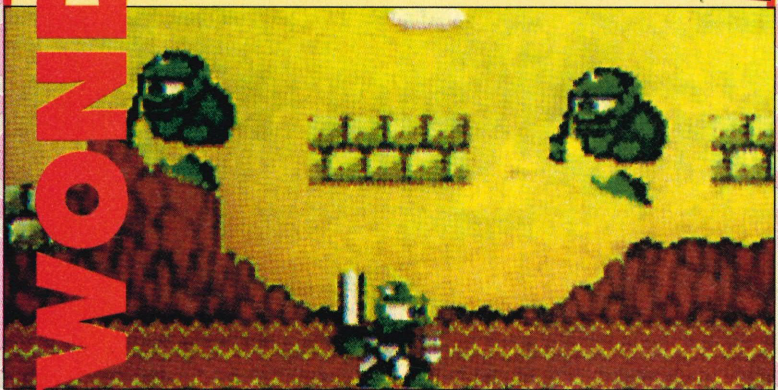
WONDER BOY 3



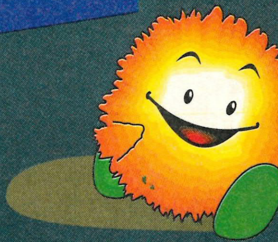


Adam Udell who hails from Wellington, sent in these codes for this aging, but still popular game.

Level	Code
1	YGH4 Y70 AG3E XBB
2	93XU XWL GRME 6E5
3	YGH4 E2G BONN F10
4	93XU XVO U90K 87L
5	3YGU PYZ ZY7K NRR



ACTION REPLAY PRO CODES



Here are the essential codes for the Datel Action Replay Pro cartridge. For more information, contact those non-bogus dudes at Datel on (0782) 744324. And remember, these codes only work on the Action Replay Pro cartridge, not the original version, so don't come crying to us if you game starts acting strangely!

ALIEN 3
FF081 10001
Only one hostage to collect (Turn off cartridge before collecting)

CADASH
FF0E5 10099
Unlimited energy

JOHN MADDEN FOOTBALL
008FE 45030
Touchdowns now worth 8 points!

SHINING IN THE DARKNESS
0014F E0000
Herbs are free
00150 60000
Poison antidote is free
00151 60000
Wisdom Seed is free
002D3 403E7
002D4 003E7
Start game with 999 points

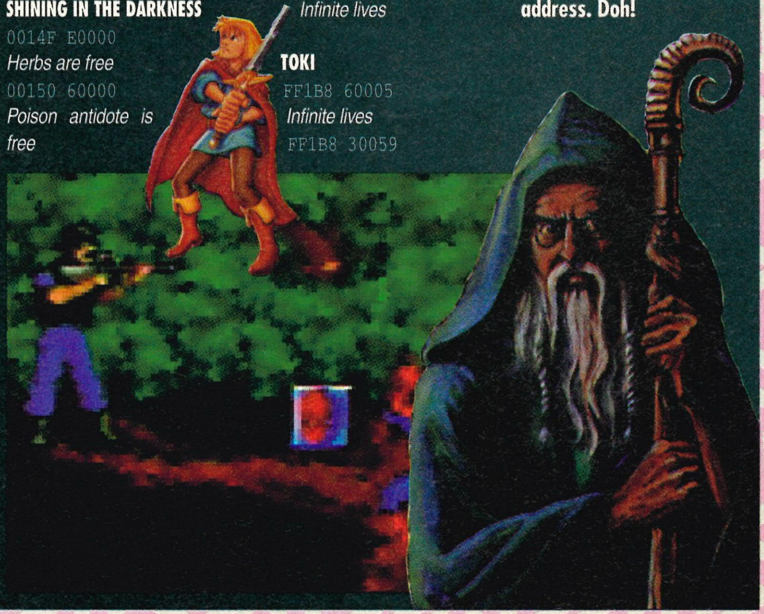




SONIC THE HEDGEHOG
FFFE2 10000
Unable to collect rings!

SPIDER-MAN
FFEGE 10003
Infinite photos

STORMLORD
05868 A6006
Infinite lives



TOKI
FF1B8 60005
Infinite lives
FF1B8 30059
Infinite time

Many thanks go to Chris Gunstone and the two sad people who forgot to include their name and address. Doh!


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FULL SOLUTION

PART ONE

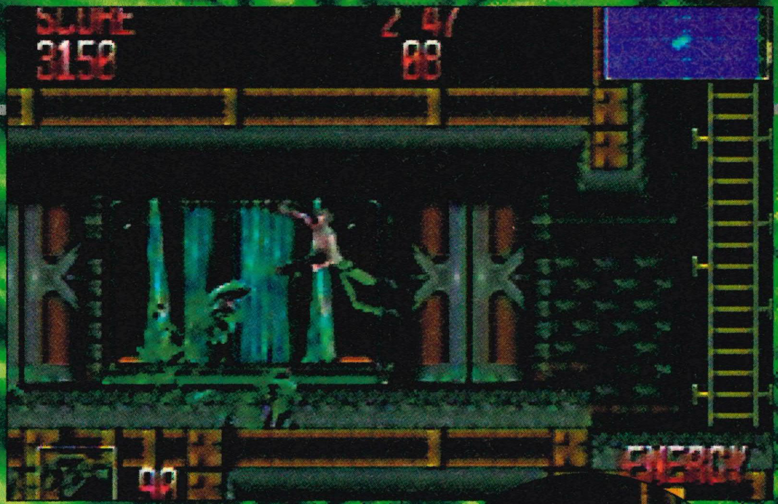


STAGE 1

Objective: rescue eight hostages.

Ignore the first ladder on your right. There aren't any prisoners down there, just batteries and pulse rifle ammo power ups. Instead, head right, collecting the fuel, ammo and grenades and go down ladder number two then run left for Hostage 1.

Now go back up the ladder, turn right and head for ladder three. Go down the ladder and then run left into the crawl-way (ignore the hostage you see underneath you: get him later). Inside the duct, go down and left at the first junction to exit the duct again. Jump the three gaps and blow out the door with your grenade launcher, rescuing Hostage 2 on the other side. Stand at the left-hand edge of this platform and a small platform will rise up. Jump on it to descend. Quickly turn right and waste the alien hanging underneath the platform to your right. Jump left just before the platform reaches the ground to avoid the aliens. Blow out the door to your left and climb the ladder to reach ammo and energy and Hostage 3. Return down ladder and cross far right for Hostage 4. Jump back onto the rising platform and backtrack to the airducts.





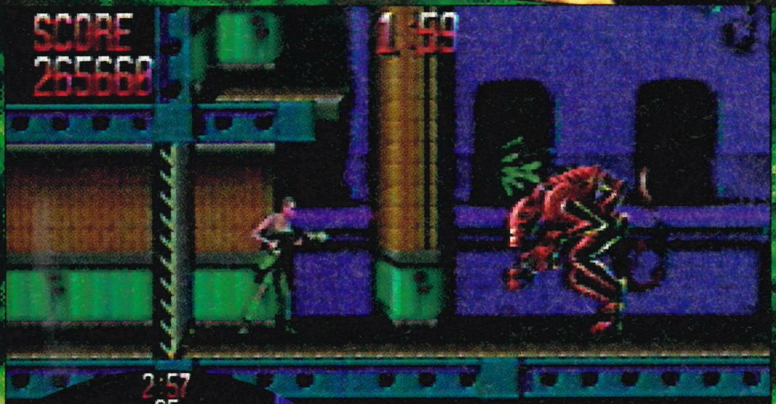


Once inside, cross the first junction and head up the second ladder to free Hostage 5 just outside the duct. At the edge of that platform, blast the Alien on your right and take a running jump far right to reach Hostage 6. Jump the slide on your left and descend ladder. Head left to rescue Hostages 7 and 8 and then run right to exit the stage.

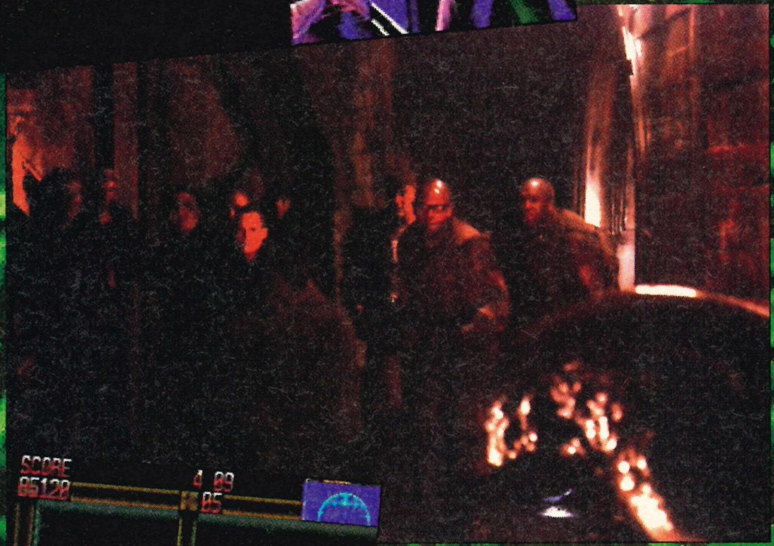
ALIEN











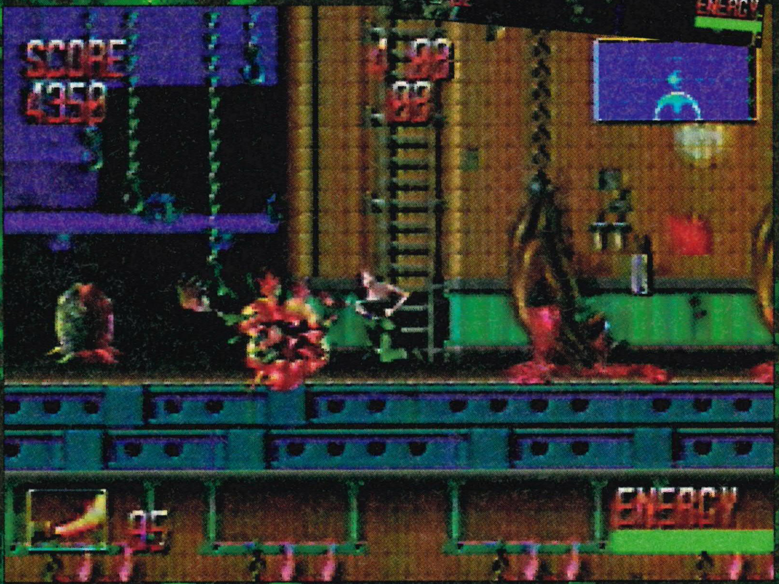
STAGE 2

Objective: rescue five hostages.

Waste the alien to your right then jump through the wall on your left to reach a secret room containing one alien, ammo and gas.

Exit the room, run right and go down the first ladder. Turn left at the bottom to release Hostage 1. There's a secret room through the wall on the far right, but it only contains an alien. Go back up the ladder, run right and climb another ladder to release Hostage 2 on your right, and then climb the same ladder one more floor





to release Hostage 3. Continue up that same ladder and run left, jump the gap and climb the ladder you now reach. Turn left and blow out the door on your left. Run left and blow out the second door to rescue Hostage 4. Now run along to the right and climb the last ladder by the wall. Leap over the slide on your right and get onto the rising platform to reach Hostage 5. Go back down on the platform and climb down the ladder on your right. Run left, then climb up the furthest ladder. Run to the left, jump the gap and descend the nearest ladder one floor. Run right and jump the gap again, and keep running to the last ladder. Descend that to reach the airducts.

You can either head for the power-ups in the bonus room on your far right, or head for the exit if time is tight. To exit, go down the ladder at the T junction, then turn left and head down, then crawl right to complete the stage.

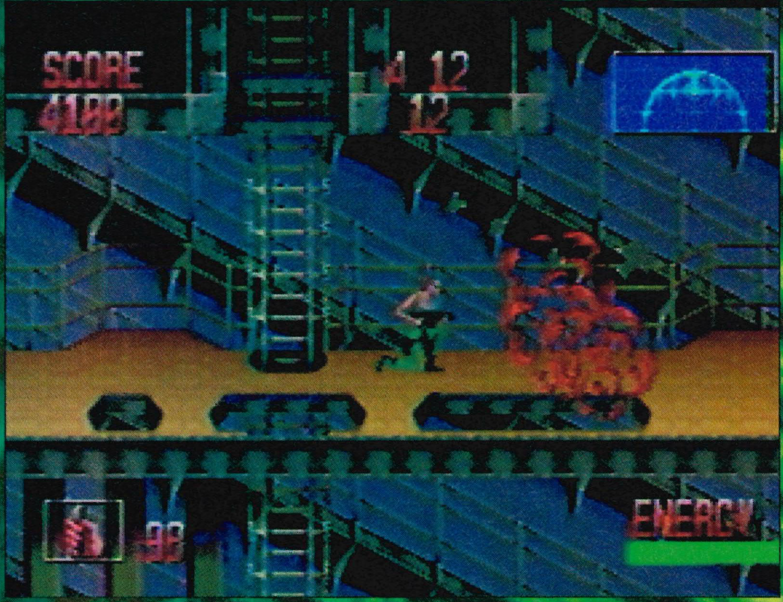
STAGE 3

Objective: rescue five hostages.

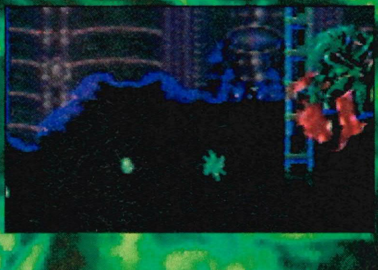
Run right and down the ladder. Then run back to the left to rescue Hostage 1. Backtrack to the top of the first ladder and run to the far right and down the ladder one floor, and then up the adjacent ladder to reach Hostage 2. Climb the ladder up to the surface and run to the right for power-ups, then down the ladder just on your left. Take the ladder on your right and run to the right, jumping the gaps to reach Hostage 3. Backtrack up the first ladder and go down the ladder on your left to rescue Hostage 4. Return to the surface and go left, climbing down the ladder. Take the ladder on your left and climb all the way down to the airduct. Enter the duct and go left, up, right, up and left to leave the duct. Climb the ladder in front of you and run right for Hostage 5. Backtrack to the duct and retrace your steps to exit it.



ALIEN³



Run far right to the second rising platform and jump on it. At the top, jump right and enter the crawl-way in front of you. Go all the way down the first ladder, turn right, go down the next ladder and continue to the right to exit the duct and the stage.

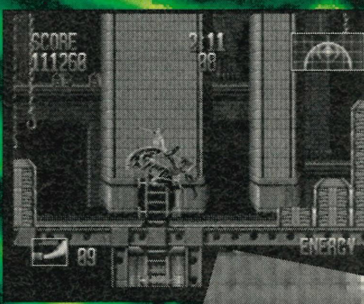


LEVEL GUARDIAN

A mean, acid-spitter who leaps at you. Run to the far right and learn his moves. Fire your grenade launcher and pulse rifle at him, collecting the power-ups that drop out of the sky. You're against the clock, but these two weapons will soon waste him.

STAGE 4

Objective: rescue nine hostages.

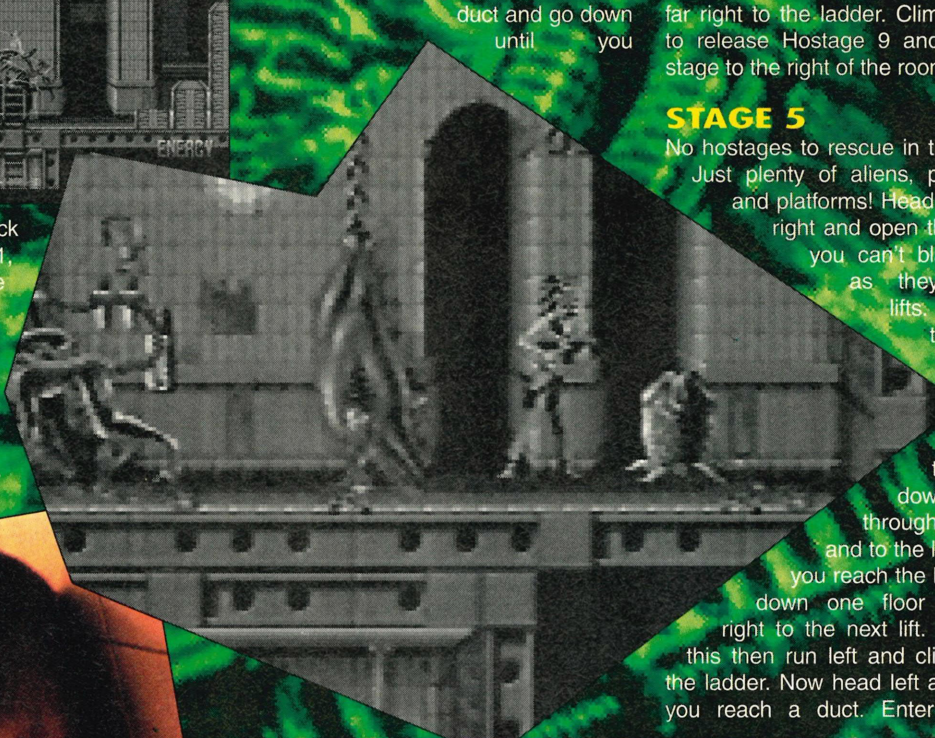


Go left to pick up Hostage 1, then to the right for energy boxes. Go to the right and all the way down the main ladder.

Then go right and jump right onto the moving platform. Now head up and to the right, then descend the ladder. Ignore the duct on your left, and instead jump through the wall on your right and into a secret room that will drop you through to a ledge. A rising platform will appear, but don't go down it yet. Use it to jump right to rescue Hostages 2 and 3. Now go down on the platform and jump onto the horizontally moving platform that you'll see. Stay on this until it goes to the far right so that you can jump onto the small ledge on the right to release Hostage 4. Now get back across onto the vertically rising platform and descend. Once you're down, climb down the ladder on your right.

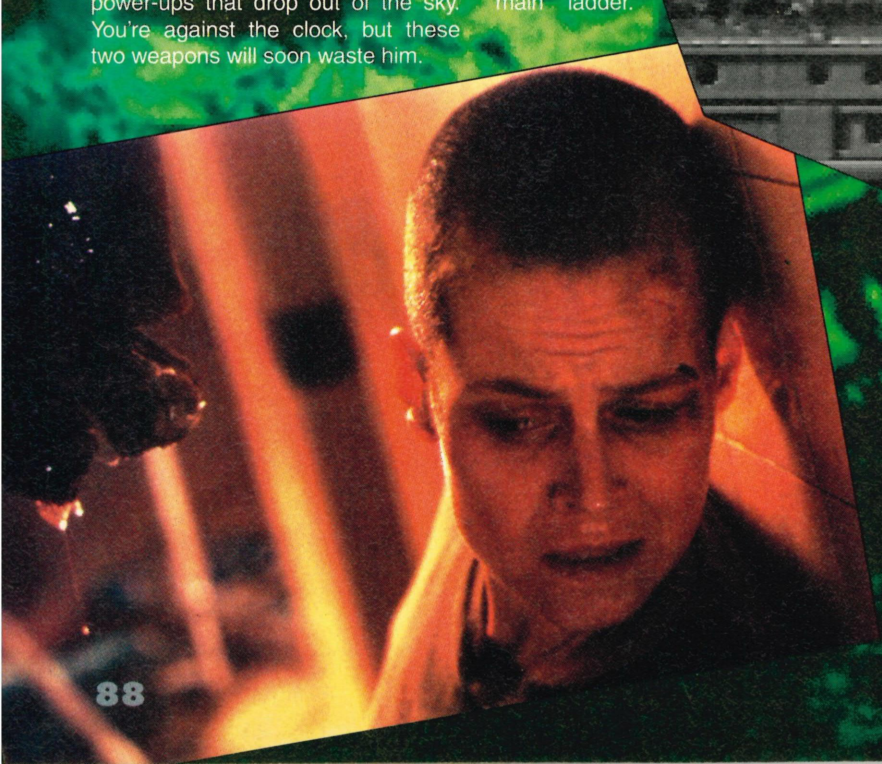
At the foot of this ladder, jump to the right through the wall to enter a secret room packed with goodies. Jump back to the left and run left, blasting through the doors until you reach Hostage number 5. You're now facing a crawl-way. Enter it and climb all the way up, then exit it to the right to release Hostage 6. Re-enter the duct and go down until you reach the crawl-way on the right. Take this and go down on the rising platform. Run to the right and then onto the next rising platform. At the top, jump right and run right until you reach the ladder. Go down this, and then the next one to reach Hostage 7. Backtrack, then go up the ladder and into the nearest duct.

Go up the ladder and turn right to exit the crawl-way. Climb to the top of the nearest ladder, and jump to the right over the slide and jump onto the rising platform that will come down to meet you. Go right onto the ledge, then jump right again onto a ledge that you can't see from your position. Another platform will rise up to meet you. Use this to go up and then jump right onto the next level to free Hostage 8. Backtrack left, using the platforms and ledges until you get back to the ladder you entered this area from. Climb down two levels until you reach an airduct. Again, ignore the duct and jump through the wall on your right onto a ledge. Jump to the right onto the rising platform, then when it reaches the bottom, run far right to the ladder. Climb up this to release Hostage 9 and exit the stage to the right of the room.

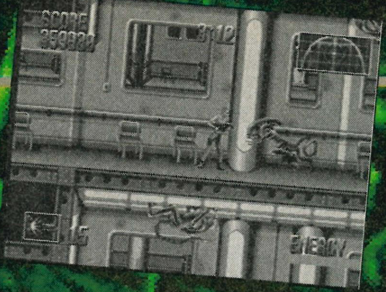


STAGE 5

No hostages to rescue in this stage. Just plenty of aliens, power-ups and platforms! Head to the far right and open the door – you can't blast these as they control lifts. Stand on the lift and go all the way down. Run through the door and to the left. When you reach the ladder, go down one floor and run right to the next lift. Go down this then run left and climb down the ladder. Now head left again until you reach a duct. Enter this, go









down, then right to exit the duct. A security door now faces you. Either blast through it and the alien behind it with your grenade launcher, or wait for the Alien to smash it down. If you open it manually, he'll jump you! Once you've got past the alien, run to the right to exit the stage. Simple!



STAGE 6

Objective: rescue 12 hostages.

Go up the nearest ladder and then right and up the next ladder. Now run left for Hostage 1. Run along to the right until you reach the edge of the ledge. Now jump right onto the small ledge and continue along to the right until you release Hostage 2. Go back to the edge on the left, and cross left and jump down onto a moving platform. Wait until you can jump onto the level on your left, then climb down the ladder for Hostage 3. Return up the ladder and drop down to the right and run far right for Hostage 4, then climb to the top of ladder for a hidden bonus room. Now go all the way down the ladder, then the next one on the right.



You should be facing two security doors. Blast through them with your grenade launcher, and run left. Jump through the wall on the left for a secret room, then again through the left wall of that for another. Now run right, back to the second door and blast through that for Hostage 5. Return up ladder and jump left for Hostage 6. Now climb the nearest ladder and go left for Hostages 7 and 8. Go down the ladder at far right for Hostage 9, then left and onto the moving platform to jump right for Hostage 10. Then go across to the left for Hostage 11. Go down on the platform, then jump left to go down small ladder, then left and down ladder for Hostage 12. To exit the stage, use the vertical platform to reach the second floor, and go back along to the right, up the ladder and then right to the ladder by the right hand wall. Go down and jump over the spiked pit and go up the next ladder one floor. Jump over the spikes on the right and run right to exit the stage.

LEVEL GUARDIAN

Boy, this bitch is tough! Stay where you are and give her all the grenade launcher can handle. Once she's wandered across and sprayed you, run to the right and under the ledge and give her everything you've got. She won't last long.



STAGE 7

Objective: rescue 12 hostages.

Head far right and go up ladder, then up the second ladder for Hostage 1. Go down the nearest ladder and you'll find extra ammo for your pulse rifle – use it sparingly!

Go back up and to the left, then down the ladder to put you one floor below and to the right of your starting point. Head to the right for Hostage 2, then back left and down ladder and to the right for Hostage 3. Go back to the left and down ladder again and then left for Hostage 4. Now run to the edge of the platform on the left, and wait for the moving platform. Use the platform to take you down to ground level, then blast through the door on your left and run left to reach Hostage 5. Now go back up on the platform and jump right when you reach the first floor. Go to the far right and you'll reach a lift. Go down this and at the bottom run to the left for Hostages 6 and 7. Go down the nearest ladder to increase your energy. Continue down the ladder, then head left and up the next ladder for Hostage 8. Continue up this ladder to get to Hostages 9 and 10. Now go back down the ladder and run left for Hostage 11. Blast through the doors on your right and run along to ladder. Climb this to reach Hostage 12 and use the lift here to go up. Now run right to exit the stage.







ALIEN 3

FULL SOLUTION
PART ONE

STAGE 8

Objective: rescue 19 hostages.

At least there aren't any aliens to worry about! Run right and descend ladder. Now run right to the far wall and climb up ladder. Run to the right to release Hostage 1. This is also where you'll exit the stage, so remember this area. Run left to the nearest ladder and climb up to find a hidden bonus room. Now descend two floors to release Hostage 2. Go down the ladder on the right and run left to ladder and go down one floor then run right for Hostage 3, then left for Hostage 4. Return to the ladder and climb down another floor. Run left to the edge of the ledge and wait for the platform to rise. Jump on it and go down one floor and jump to the right to release Hostage 5.

Continue to the right until you reach the lift. Now go up to reach Hostage 6. Go back down the lift and back to the edge of the ledge. Jump back onto the moving platform and go straight across to the ledge on the left. Enter the doorway and run left for Hostage 7. Now go to the ladder and climb down for Hostage 8, then back up two floors for Hostage 9. Climb to the top of the ladder and run left to the lift. Go up this to reach Hostage 10. Backtrack all the way down to the sliding door and jump back onto the platform. Descend on this to the lowest ledge and then jump onto the platform which will appear on your right. Go down on this to ground level, jump off and run left for Hostage 11, and then right for Hostage 12.

Get back onto the platform and go up to the first floor, jumping right onto it. Go to the ladder and climb down for Hostage 13, then up again to reach Hostages 14 and 15. Now go back down to the moving platform and cross directly to the left to reach the ledge which Hostage 16 is on. Use the ladder beside him to climb down for Hostage 17 and all the way up for Hostage 18. Return back down to the platform and go all the way up to reach Hostage 19 on the ledge to your right. Now use the platform to jump across to the ledge on the left, and get back onto the original moving platform.



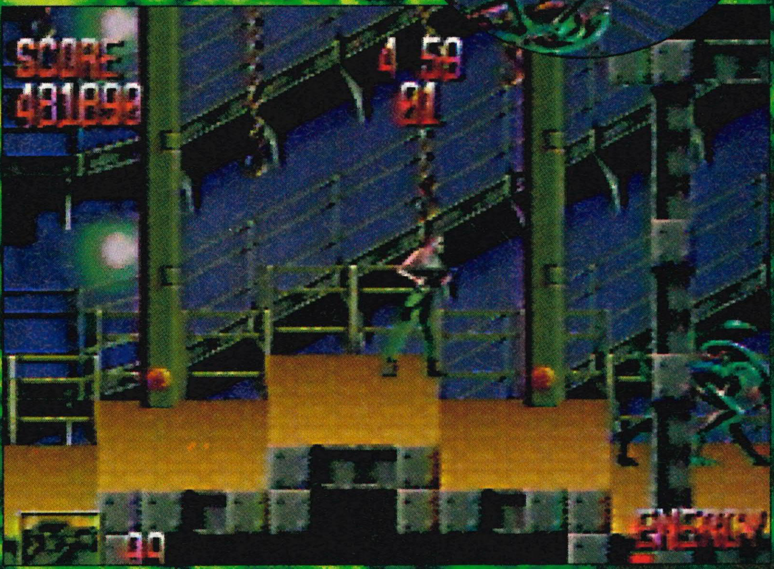




Jump off this at the top then climb to the top of the ladder on the left. Now run to the right to exit the stage.

STAGE 9

Objective: rescue eight hostages.



Go to the edge of the platform and drop off to the left to land on the ledge where Hostage 1 is. Now jump the gap on the right and go down the ladder. Now go down the next ladder, and then the one next to that in the small chamber. Now run left to descend the next ladder one floor, then run right and down the ladder there. If you followed all that, you should be near a lift. Use that to go down to reach Hostage 2, then go back up and jump the gap to reach the next ladder.

Go down that until you reach the bottom. Run to the right and climb the ladder one floor, then run right again and climb the next ladder. Jump the gaps on the left until you reach another ladder going up. Climb this and then use the moving platform to reach Hostage 3 on the ledge. Jump across the gap on the right and climb the ladder to the top where you'll see a sliding door.

Go through this and use the lift on the left to go up. At the top, run to the right and down the ladder to reach Hostage 4. Run to the right and jump the gap and you'll reach another ladder. Climb this then run right and descend the next ladder into an empty chamber. Jump through the wall into the scenery on your right very carefully. As you do so, pull your joypad to the right and you should land on a ledge facing an Alien. (If you miss, you'll land on a moving platform, so don't worry). If you land on the ledge, blast the alien but ignore the ladder on your right just now.

Jump onto the rising platform and then directly to the left to reach Hostage 5. Now jump through the wall on the left to reach Hostage 6 and jump the gap on the left to reach the ladder. Climb down two floors and go right to the ladder. Hostage 7 is partially hidden behind bars above you. Climb this ladder to reach him.

Now return left to the ladder and climb down to the bottom. Run right to the lift, but don't use it! Instead, jump through the wall to the right of it, and you'll find Hostage 8 hidden in a secret room! Now go back and use the lift to go up. Now jump onto the moving platform and go up to the top and run right to the ladder you ignored earlier on. Descend the ladder and you'll reach a lift. Use this to go down, then run right to exit the stage.

LEVEL GUARDIAN

The bosses don't get any easier! Use the moving platform to get onto the first ledge on the right. Save your ammo. The boss Alien will land on your ledge, but if you're right at the back, it won't spray you. Hit him with your grenade launcher. If you're short of ammo, use the moving platform to go to the highest platform on the left and pick up what's there, then jump left through the wall for a hidden room full of power ups. If time is tight on the boss, drop back down to ground level and run right to hit him from there. Once you've taken care of him, go up on the moving platform and jump onto the highest platform on the right. Now run right to exit the stage.

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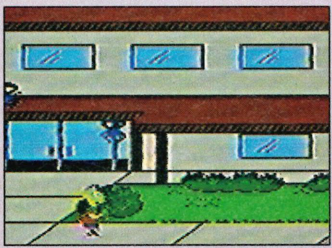
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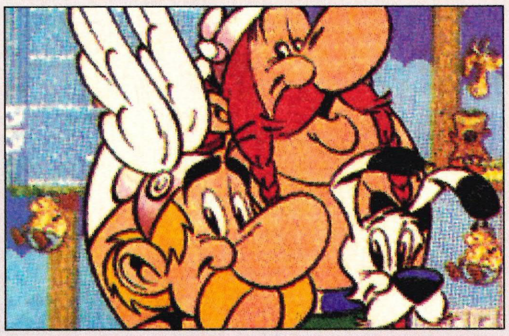
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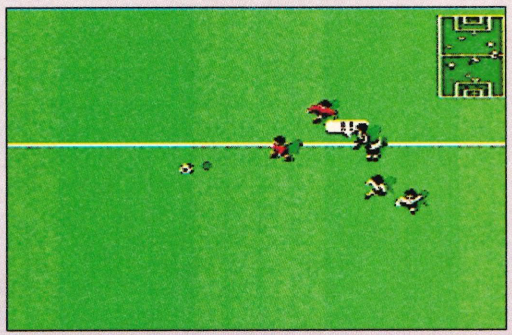
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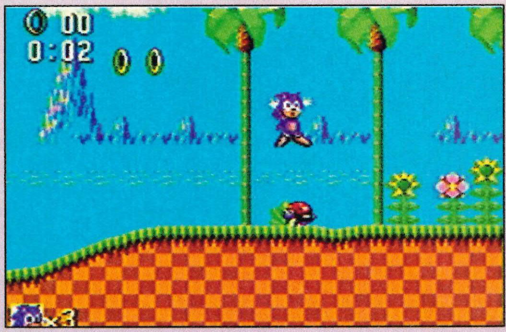
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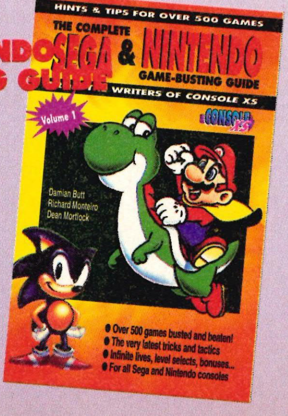


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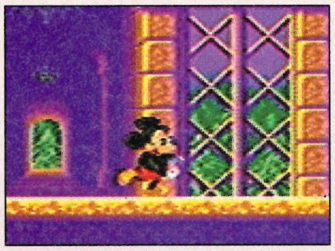
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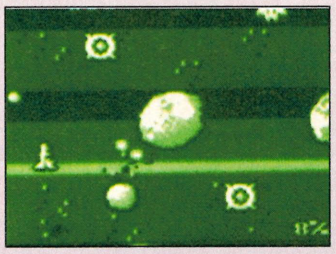
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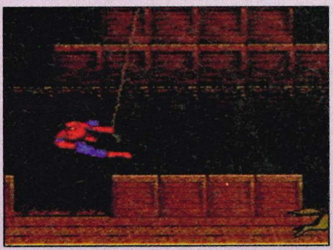
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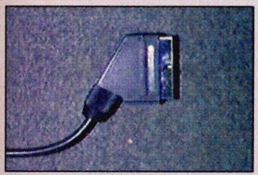
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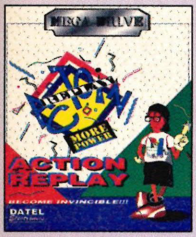
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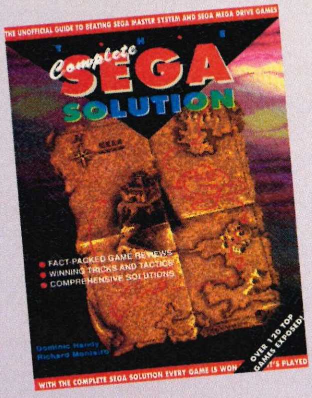


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2,281,220 Simon Cooper, Hinckley
815,400 Brian Beamish, Liverpool
556,600 Peter Holt, Tadworth

GAIRIES
1,012,708 Rachel Lovatt, Derby

GHOULS 'N' GHOSTS
204,400 Paul Wheatley, Nottingham
168,700 Nigel Parker, Keighley
68,500 Stuart Allan, Selkirk



GOLDEN AXE
333.1 Steven Stone, Caterham
329.0 Kevin Kirkness, Finstown
247.0 Wayne Lockwood, Langthorpe

GOLDEN AXE II
379.0 John Smith
315.0 Paul Wheatley, Nottingham
311.5 Douglas Hawes, Middlesex

HELLFIRE
7,395,220 Iain Brands, Thurso
6,943,570 Colin Newman, Runcorn
6,832,580 Nigel Parker, Keighley

JAMES POND II
24,014,990 Robert Graham, Rushden
10,269,950 Ian Brands, Thurso
8,692,000 Andrew Livingstone, Bangor

KID CHAMELEON
1,086,521 Colin Arnold, Chessington

MERCS
1,282,400 (Hard) Mark Wheeler, Blackpool
832,520 (Orig) Wayne Turner, Chemlsford
802,250 (Orig) Nigel Parker, Keighley

OUTRUN
40,008,400 Nicholas Chevin, Swadincote
26,134,410 Colin Newman, Runcorn

PIT-FIGHTER
1,886,450 Paul Wheatley, Nottingham
1,865,310 John Smith
1,714,370 Colin Arnold, Chessington

QUACKSHOT
2,242,500 Eric Joe O'Hare, Lancaster
1,356,000 Paul Shipman, Cannock
1,170,000 Brent Febrer, Botley

ROAD RASH
$10487620 Ian Vanstone, Sherbourne
$101000 Steve Perry, Bucknail
$83700 Colin Newman, Runcorn

ROLLING THUNDER 2
2,003,720 Jim Cannon, Beckenham

SHINING IN THE DARKNESS
2,357,732 Spike, St. Alban's

SONIC THE HEDGEHOG
9,999,990 Terry Grant, Moray
7,776,723 Stephen Hall, North Sheilds
1,424,500 Mark Barker, Braunton

STREETS OF RAGE
999,990 Michael Copley, Winchester
924,000 John Harvey, Nottingham
899,200 Daniel Creser, Barton



SUPER THUNDER BLADE
3,314,450 Daniel Burton

SUPER FANTASY ZONE
643,100 Chris Naylor, Braunton

SUPER MONACO GP
4,835 Chris Cooper, Calne
4,509 Andrew Challis, London
4,499 Brian Beamish, Liverpool

TAZ MANIA
56,170 Andrew Hudson, Pontefract

THE TERMINATOR
87,990 Neil Brockhurst, Bolton

TEST DRIVE II
333,129 (Porsche) James Anthony

THUNDERFORCE III
6,664,350 Paul Wheatley, Nottingham
5,995,200 Gary Pike, Benfleet
3,649,290 Wayne Turner, Chelmsford

TOEJAM & EARL
1056 David Voss, Leeds
976 Lee Gray, Satchet
670 Colin Newman, Runcorn

TROUBLE SHOOTER
620,480 Mark Khoo, Hailsham

TURBO OUT RUN
30,191,780 Mark Khoo, Hailsham

TWO CRUDE DUDES
298,650 Chris Flowers, Gillingham
226,020 Lee Turner, Burnley
178,010 Richard Gasson, Gillingham

WANI WANI WORLD
463,800 Richard Salmon, Newbridge
429,700 Damien Giles, North Lancing

WORLD CUP ITALIA '90
85-0 (Brazil vs China) Stuart Allan, Selkirk

AUTUMN EXTRA!

SEGA pro 14

THURSDAY 12 NOVEMBER

Who knows, you may even see this little lot in next issue! Sonic 2!, Batman Returns, Lemmings, Wonder Dog, Talespin, After Burner III, Mega-lo-Mania, Black Hole Assault, Junker's High, Land Stalker, NHLPA Hockey, Chiki Chiki Boys, Metal Fangs, Time Gal, Phantasy Star Gaiden, Vixen 357 and numerous other oddities that just happen to turn up in the postbox. And then there's that all-important cover gift...

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GAME OVER

THE BIG GAMES BUSTED EVERY MONTH

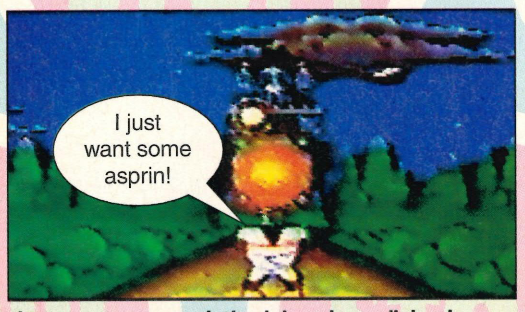
GAME OVER SCREENS



DECAPATTACK

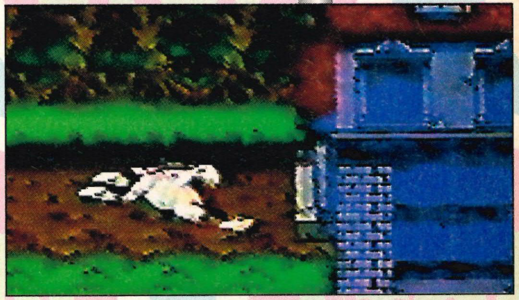
MEGA DRIVE

The great *DecapAttack* was reviewed way back in SegaPro#2, gaining a very decent 81%. The game is actually based on another little Japanese treat called *Magical Hat Turbo Adventure,* but to market the game in the West, Sega changed not only the name but also the graphics. The new game follows the story of Chuck D Head, a deformed human being who must travel across seven areas of an island to find Frank N Stein who should be able to fix him.



The quest is over and Chuck has done all that has been asked of him – now how about some surgery?

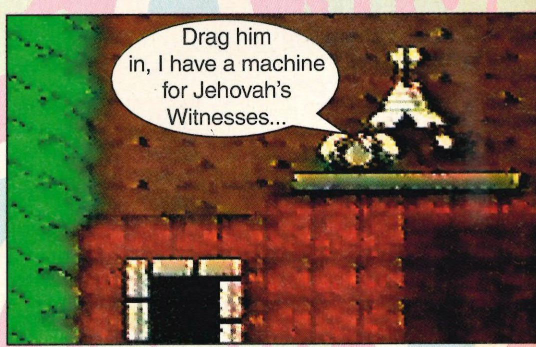


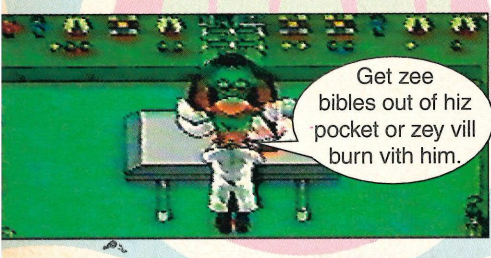


Oh no, Chuck tries to make it to the Doc's surgery, but unfortunately his legs give way and he falls over.







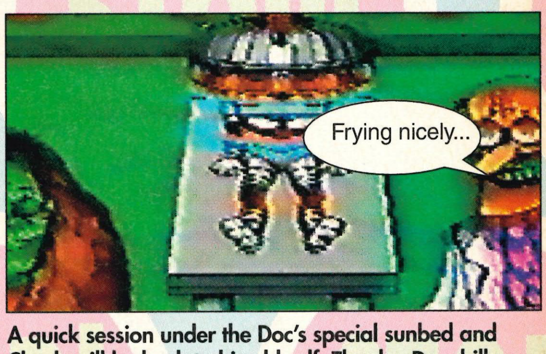


Chuck is on the table and the Doc is trying his darnedest to save the poor chap.



This month's Game Over was supplied on videotape by Andrew Tucker of Whitehaven in Cumbria. Thanks a lot, Andy. A copy of *Buck Rogers* is on its way to you as we speak.

Don't forget, if you've completed a game recently, video the occasion and send it in!



A quick session under the Doc's special sunbed and Chuck will be back to his old self. Thanks, Doc, bill me...

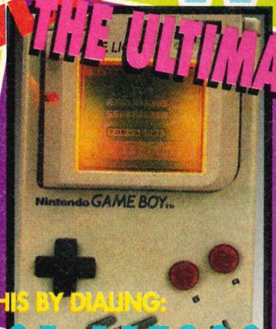




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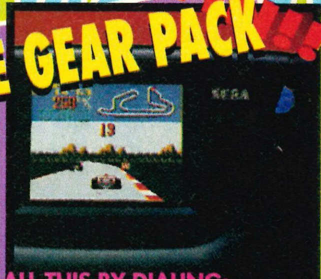
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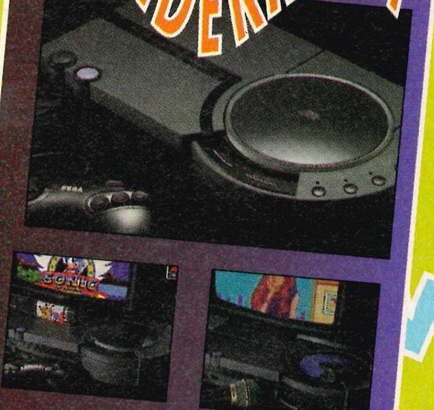


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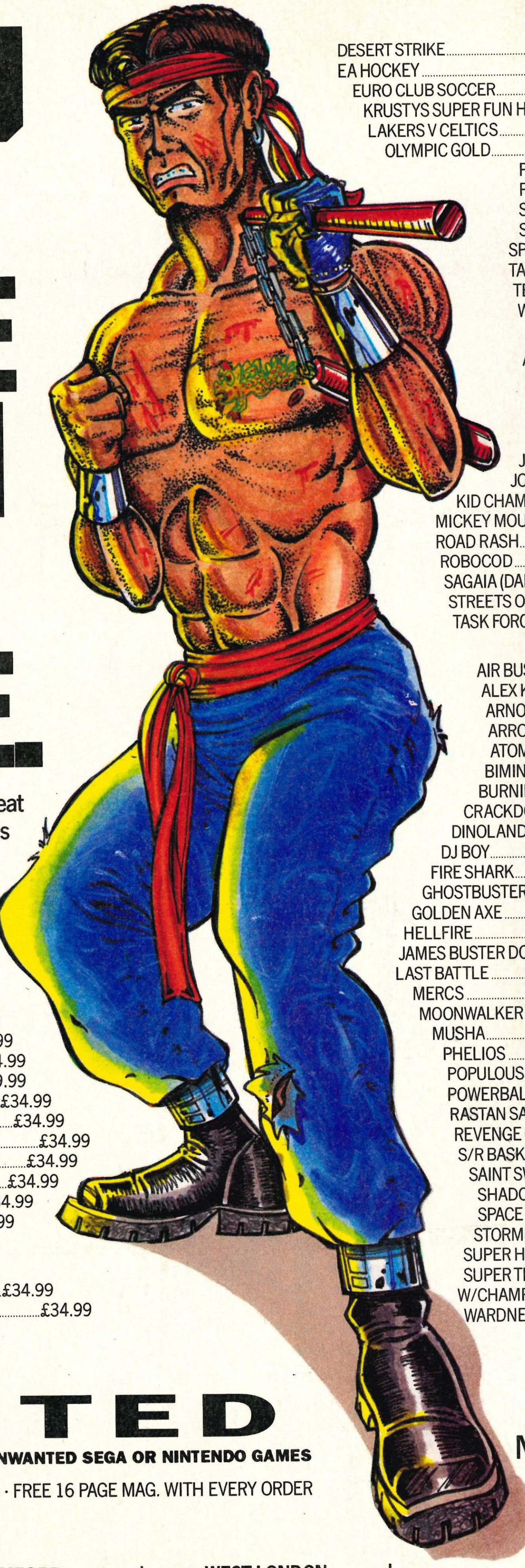


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SO YOU THINK YOU'RE HARD. TRY ME.

I'm tougher, smarter, and quicker. I got enough Sega and Nintendo to blow you away. Here's my list of SuperNes games. And remember kid, if you blast me first, don't miss unless you can handle the action. If you can, then one day, you can step into my boots.



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